

Comprehensive Chess Endings

**Government Policy Findings: Gender-Specific Rural
Strategies: Gender-Specific Market Place Findings**

100



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Comprehensive Chess Endings

General Editor: YURI AVERBAKH

Volume 3

Queen and Pawn Endings

Queen against Rook Endings

Queen against Minor Piece Endings

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Queen and Pawn Endings

YURI AVERBAKH

Queen against Rook Endings

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Queen against Minor Piece Endings

YURI AVERBAKH & VITALY CHEKHOVER

Translated by

KENNETH P. NEAT



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Preface

This book is the third in the series *Comprehensive Chess Endings*, which as a whole encompasses the following types of endings: pawn, knight, bishop, bishop against knight, rook against minor piece, rook, queen, queen against rook, and queen against minor piece.

The aim of this series is to give practical recommendations on the playing of the basic types of endings. For the moment a total of five volumes are planned, of which two have already been published. It will be apparent that the team of authors have restricted their work to endings in which, apart from the king, each side has not more than one piece.

And now a few words about how this series came about. . . .

In 1946, together with David Bronstein, I was playing in a USSR Championship Semi-final in Leningrad. On one of the few free evenings David came to my room to show me the position from his adjourned game with Mark Taimanov. Incidentally, in those distant times we were still young masters, and were merely dreaming about the chess heights.

The position proved to be extraordinarily interesting, and I enthusiastically began analysing it. We succeeded in finding some exceptional, genuinely study-like possibilities. Incidentally, this analysis is given in Volume 2 of the series.

Somewhat later I showed our analysis to the well-known chess teacher Piotr Romanovsky. He advised me to analyse a whole series of similar positions, so as to reveal their characteristic features. This work interested and fascinated me, although it proved rather time-consuming.

It was only a couple of years later, in the magazine *Shakhmaty v SSSR*, that my first theoretical article on the endgame was published. My interest did not wane, and I began systematically analysing various endings. Several of these analyses were published.

When the idea arose of creating a reference work, devoted to different types of endings, I managed to bring together a group of theorists, who like me were engaged in analysing the endgame, consisting of the masters Vitaly Chekhover, Nikolai Kopayev and Viktor Henkin, and also the great endgame expert Ilya Maizelis. And we enthusiastically set about creating this reference work.

In the course of the work it became clear that the abundance of material would far exceed the limits of a single book, and as a result three volumes were published.

In studying the endgame the first task is to compile a sufficient amount of material, to be able to reflect as well as possible the features of this or that type of ending. In doing this we made wide use of games by past and present masters, analysis by theorists, and studies by chess composers. In cases where the necessary examples could not be found, we had to create them ourselves.

The compilation of material proceeded in two directions: in the field of endings with a small number of pawns (less than four) we endeavoured to collect the maximum number of examples, so as to present this ending as fully as possible; in all other endings we set ourselves a different task—to pick out the most typical positions, to demonstrate the basic methods of play.

However, it must be emphasized that the accent in our work was not only on the compilation and checking of the numerous examples. The main thing was that we began a logical and systematic study of the endgame. In many cases the authors had to make a

Preface

fundamental analysis of entire groups of endings, which hitherto had not been covered by theory, in order to reveal the special features of playing them and to give necessary practical recommendations.

Examples of this in the present volume are endings with queen and pawn against queen, queen against rook and pawn, and others.

One of the basic problems which players encounter in the endgame is determining the method of realizing an advantage. Often this method is typical of the given type of ending. In our work we have tried to disclose precisely these typical methods of achieving the goal.

Anyone wishing to master the endgame should remember that, in contrast to the middlegame, in endings the playing factor is frequently of secondary importance, exact knowledge being of primary importance. At the board, with limited time for thought, you may sometimes not be able to find the one method leading to the goal. . . .

The present series of books is essentially a 2nd edition, corrected and expanded, of the three-volume work which was published in the 1950s. It is natural that in the past quarter of a century the theory and practice of chess has made great advances.

Unfortunately, three of the co-authors, with whom I began this work, have passed away: Chekhover in 1965, Kopayev in 1978, and Maizelis in 1979. The work on correcting and revising the 1st edition has therefore had to be done without them. In this 2nd edition the number of examples has been increased, mainly using games of recent years.

And now a few words on how to work with this book. The material in it, as in all the other volumes, is divided on a formal basis—depending on the number of pawns in the initial position. For a reference work, such a division of the material seems the most expedient.

Comprehensive Chess Endings is in the first instance a reference work, essential for the analysis of adjourned games and in correspondence play. But these books can also be used as text-books on different types of endings. We can recommend to the reader the following procedure: after playing an ending, try to find something similar in our books, and compare them. This, the so-called comparative method of studying the endgame, has long been successfully employed by many strong players. Remember that studying the endgame raises a player's general understanding of chess, and that means also his standard of play!

In general *Comprehensive Chess Endings* is intended for rated players of second category and above*, although certain chapters may also prove useful to less skilled readers.

In conclusion, I should like to emphasize that the study of the endgame is an extremely complex problem, often demanding time-consuming, scrupulous analysis, and genuinely mathematical accuracy. In carrying this out it is sometimes difficult to avoid analytical mistakes.

On behalf of the team of authors, I should like to thank all those readers who discovered mistakes in the 1st edition, and thus helped to improve the present one. We hope that this edition will receive an equally strict and rigorous scrutiny. We would ask that any critical comments or reviews be sent to the publisher.

YURI AVERBAKH

* Roughly 160 (BCF) or 1880 (Élő) and above (Translator's note).

PART I

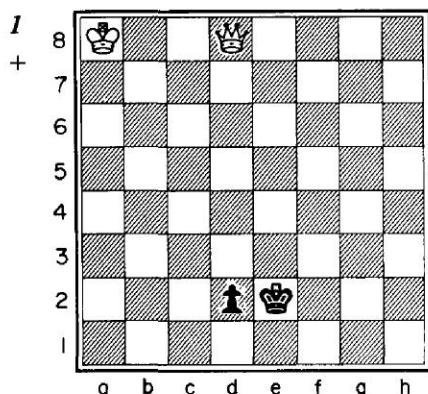
Queen and Pawn Endings

Yuri Averbakh

1. Queen against Pawns

1.1 QUEEN AGAINST PAWN

A pawn becomes a danger to a queen only if it is supported by the king and is on the penultimate rank, or must inevitably reach it. Strong though the queen is, she is not usually able to stop the pawn on her own. The result will depend upon whether or not the stronger side's king is able to support the queen.



1. The plan carried out by White is typical of this type of ending. First the queen approaches the pawn with a series of zig-zag checks.

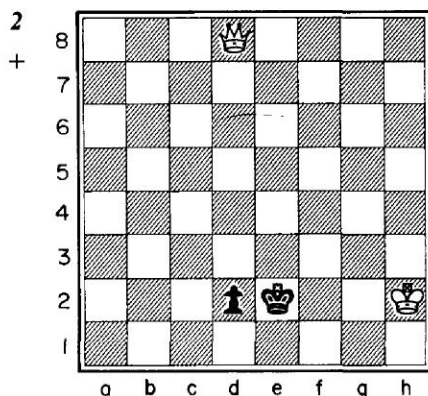
1 Qe8+ Kf2 2 Qa4 Ke2 3 Qe4+ Kf2 4 Qd3 Ke1 5 Qe3+! Kd1.

The black king is forced to occupy the square in front of the pawn, and White's king gains the opportunity to go to the aid of the queen.

6 Kb7 Kc2 7 Qe2 Kc1 8 Qc4+ Kb2 9 Qd3 Kc1 10 Qc3+ Kd1 11 Kc6 Ke2 12 Qc2 Ke1 13 Qe4+ Kf2 14 Qd3 Ke1 15 Qe3+ Kd1 16 Kd5 Kc2 17 Qe2 Kc1 18 Qc4+ Kb2 19 Qd3 Kc1 20

Qc3+ Kd1 21 Ke4 Ke2 22 Qe3+ Kd1 23 Kd3, and White wins.

The white king can be as far away as you like. The queen repeatedly forces the black king to occupy the pawn's queening square, thus gaining time for the approach of her own king. It is worth noting that with the white king at **h2** or **h1** the winning plan differs slightly from the one just examined.

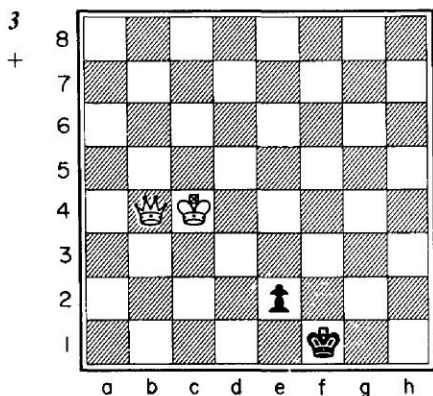


2. After 1 Qe7+ Kf2 2 Qd6 Ke2 3 Qe5+ Kf2 4 Qd4+ Ke2 5 Qe4+ Kf2 6 Qd3 Ke1 7 Qe3+ Black is not obliged to occupy the square in front of his pawn, but has the possibility of 7 ... Kf1!, since the pawn is immune due to stalemate. Then White wins by 8 Qf3+ Ke1 9 Kg2! d1=Q 10 Qf2 mate.

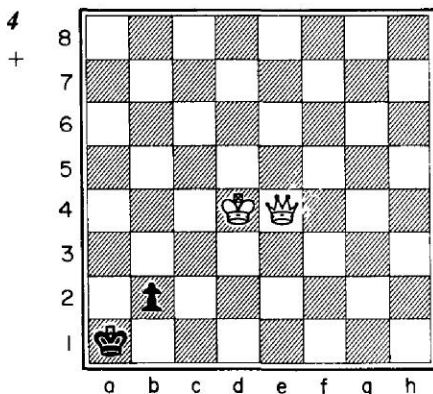
As a rule, White wins in such endings if he can begin with a check or by pinning the pawn.

3. Thus here White wins by 1 Qf8+ followed by the step-by-step approach of his

Queen against Pawns



queen. But with his queen at **a2** or **a4** there is no good check, and the pawn queens.



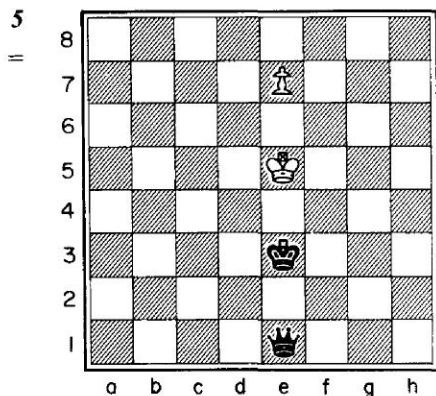
4. Here only **1 Qa8+** wins, but with the queen at **f4**, **g4**, **h4**, **f2** or **h2** there is no win.

If the queen cannot approach the pawn with gain of tempo, it will normally prove impossible to win.

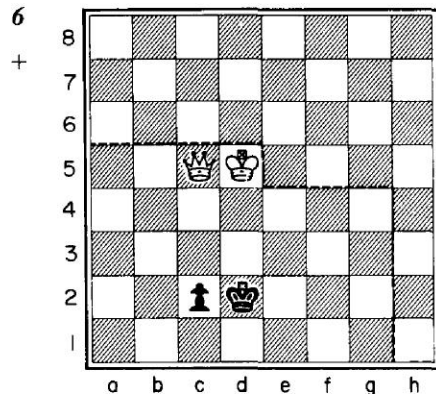
Troitsky, 1935

5. By **1 Ke6!** White saves the game, since Black is unable to win after either **1... Kf4 + 2 Kf7**, or **1... Kd4 + 2 Kd7**.

With a bishop's pawn or a rook's pawn the winning method examined in example 1 does not work. White wins if his king is close to the pawn and can create a mating net around the



opposing king; in this case the defender is not saved even by the queening of his pawn.



draw if the white king is outside the zone

6. Such a case is shown here: **1 Qd4 + Ke2 2 Qc3 Kd1 3 Qd3 + Kc1 4 Kc4 Kb2 5 Qd2!** (after **5 Qb3 + Ka1!** the pawn cannot be captured due to stalemate) **5... Kb1 6 Kb3 cl = Q 7 Qa2 mate.**

In the diagram the dotted line indicates the zone within which the white king must be in order to win.

This is how the play can go with the white king at **g1**: **1 Qb4 + Kd1 2 Qb3 Kd2 3 Qb2 Kd1 4 Kf2 Kd2 (4... cl = Q 5 Qe2 mate) 5 Qd4 + Kc1 6 Ke2 Kb1 7 Qb4 + Kc1 8 Qc3 Kb1 9 Kd2 etc.**

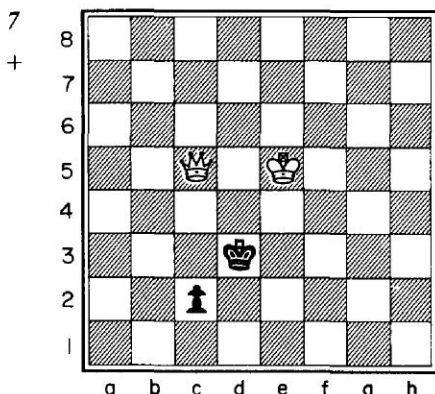
If White's king is outside the zone (at **e5**,

Queen against Pawn

for example), against accurate defence by Black it is not possible to win. For example: **1 Qd4+ Ke2 2 Qc3 Kd1 3 Qd3+ Kc1 4 Kd4 Kb2 5 Qd2 Kb1!**, or **5 Qe2 Ka1!** (but not **5 ... Kb1 6 Kc3 cl=Q+ 7 Kb3**, when White wins). Also inadequate is **3 Qb3 Kd2 4 Qa2 Kc3!** (but not **4 ... Kd1 5 Kd4 cl=Q 6 Kd3** etc.).

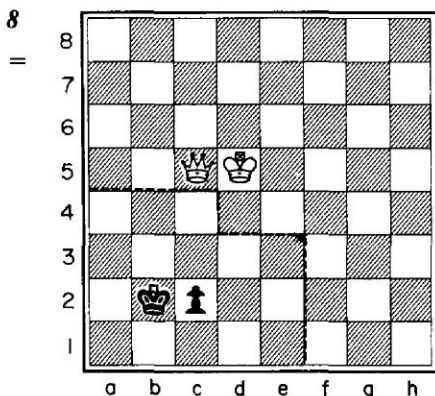
Note that the indicated zone applies only with the black king at **d2**. If the latter is at **d3**, White wins even with his king at **e5**.

from Grigoriev, 1932



7. 1 Kf4, and White's king is inside the zone, e.g. **1 ... Kd2 2 Qe3+ Kd1 3 Kf3** etc. Also possible is **1 Qd5+ Ke3 2 Qg2! Kd3 3 Qg5** etc.

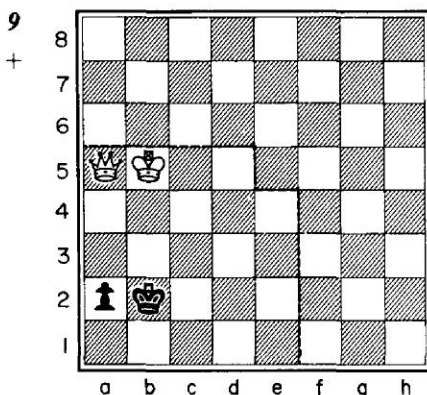
If the black king is closer to the corner (at **b2**), the winning zone is much narrower.



White wins if his king is inside the zone

8. 1 Qb4+ Ka2 2 Qc3 Kb1 3 Qb3+ Ka1!, with a draw.

With the king inside the zone (for example, at **b4**) there follows: **1 Qc3+ Kb1 2 Kb3 cl=Q 3 Qd3+ Ka1 4 Qa6+** and **5 Qa2** mate.



draw if the white king is outside the zone

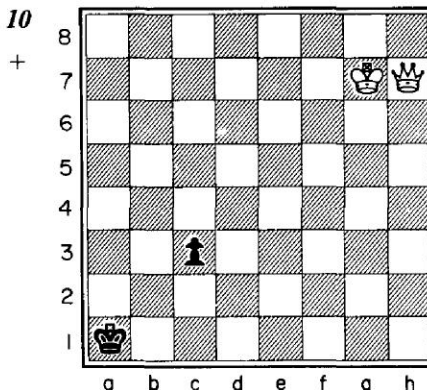
9. This diagram shows the zone boundary for a rook's pawn.

1 Qd2+ Kb1 2 Kb4 a1=Q 3 Kb3, and Black has no defence against the mate.

If his king is at **e4**, White wins as follows: **1 Kd3! a1=Q 2 Qb4+ Ka2 (2 ... Kc1 3 Qd2+ Kb1 4 Qc2 mate) 3 Kc2** etc.

If the pawn is only on the 3rd rank, White's task is much simpler. Only in exceptional cases is accurate play required of him. Here is one such example.

Horowitz, 1956



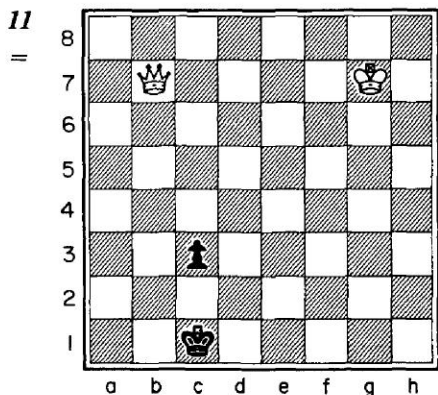
Queen against Pawns

10. The unfortunate position of White's king, which restricts the action of his queen, obliges him to be careful. Nothing is achieved by 1 Qh1+ Kb2 2 Qb7+ Kc1! 3 Kf6 c2 4 Ke5 Kd1 5 Qd5+ Ke1 (Black loses after 5... Kc1 6 Qa2 Kd1 7 Kd4 cl=Q 8 Kd3, or 5... Ke2 6 Qa2 Kd3 7 Qb2 Kd2 8 Kd4 Kd1 9 Kd3) 6 Qa5+ Kd1 7 Qa4 Kd2 8 Qa2 Kc3!, with a draw.

White wins by improving the position of his queen with 1 Qh6!, and if 1... Kb2 2 Qf6, followed by the approach of queen and king.

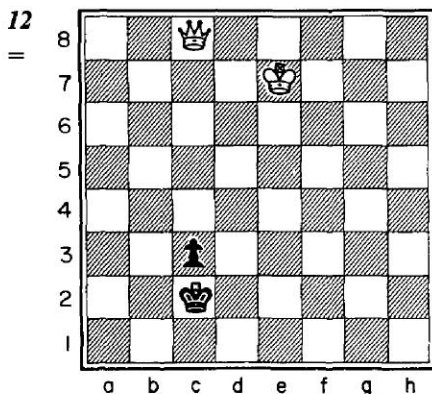
Several drawn positions with a bishop's pawn on the 3rd rank are also known. The draw depends upon the fact that the white pieces interfere with each other in their battle with the pawn, and when the pawn reaches the 2nd rank the white king is outside the winning zone.

Chess World, 1865



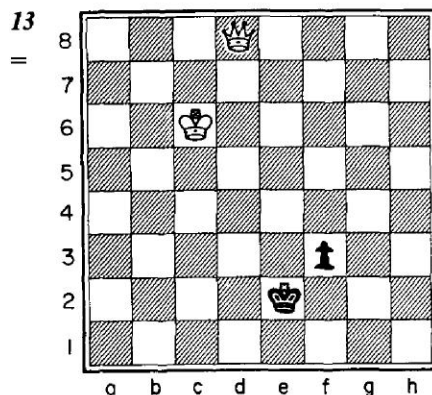
11. 1 Qh1+ Kb2! 2 Qb7+ Kc1!, or 1 Kf6 c2 2 Ke5 Kd1 3 Qb3 Kd2 4 Qa2 Kc3! (4... Kd1 5 Kd4 cl=Q 6 Kd3).

Had White's king been at f7, he would have won: 1 Qh1+ Kb2 2 Qh8! Kc2 (2... Kb3 3 Ke6 c2 4 Qa1!) 3 Ke6 Kd2 4 Qd4+ Kc2 5 Kd5 Kb3 6 Kc5 etc.



12. 1... Kd2! 2 Qd8+ Kc1! Draw.

Meyer, 1884



13. 1 Qe7+ Kf1! 2 Kd5 f2. Draw.

In this last example the white king could also be at d7, e7 or e8.

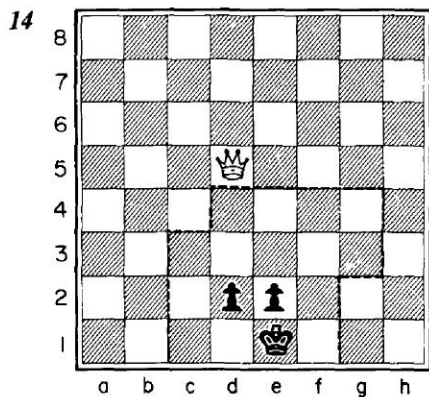
1.2 QUEEN AGAINST TWO PAWNS

1.21 Connected pawns

We will begin our analysis with positions where both pawns have reached the penulti-

Queen against Two Pawns

mate rank. In this case it is only with the energetic support of the king that the queen can stop the pawns. The stronger side wins if he can mate the opposing king, or capture one of the pawns and transpose into a won ending with queen against pawn.



win if the white king is inside the zone

14. This is the case with a central pair of pawns. The dotted line indicates the boundary of the zone within which the white king must be for a win to be possible. We will check a few positions of the king:

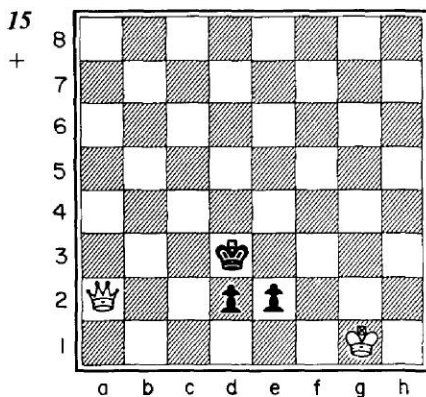
(a) With the king at f4, e4 or d4 White wins by 1 Ke3 d1 = Q 2 Qh1 mate.

(b) King at g4: 1 Qh1 + Kf2 2 Qh2 + Ke3 (2... Kf1 3 Kf3 d1 = Q 4 Qf2 mate) 3 Qf4 + Kd3 4 Qf3 + and 5 Qxe2.

(c) With his king at g3 White gives mate in 1 move.

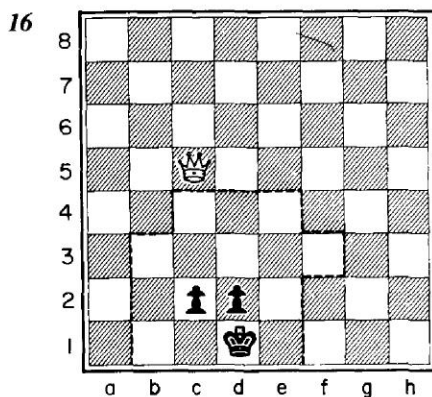
(d) With the king at g1 or g2, on the other hand, a win is not possible, e.g., king at g1: 1 Qa5 Kd1 2 Qa1 + Kc2 3 Qa2 + Kc1 4 Qc4 + Kd1 5 Qb3 + Kc1 6 Qc3 + Kd1 etc. But if Black plays 3... Kd3? (possible is 3... Kc3 4 Qa5 + Kc2 with a draw), White can win.

Horwitz & Kling, 1851



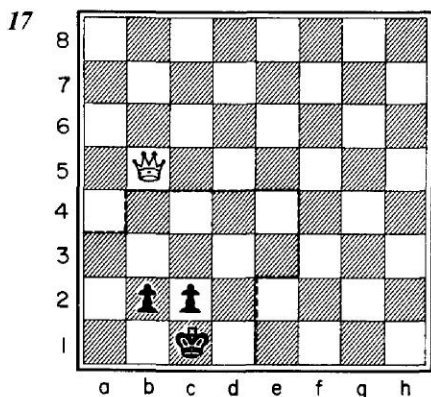
15. 1 Qa6 +! Ke3 2 Qe6 + Kf3 (2... Kd3 3 Qf5 + Kd4 4 Qf4 + Kd3 5 Qf3 + and 6 Qxe2) 3 Qf5 + Ke3 4 Qf2 + Kd3 5 Qf3 + and 6 Qxe2.

If one of the pawns is a bishop's pawn, the defender's drawing chances are improved, since in a number of cases the loss of the second pawn will not lead to defeat.



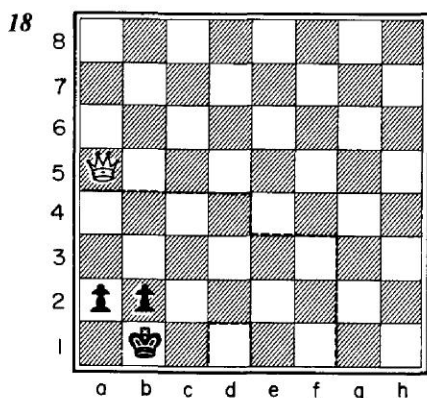
win if the white king is inside the zone

16. Here f4 disappears from the zone. With his king at f4 White wins a pawn after 1 Qg1 + Ke2 2 Qg2 + Kd3! (2... Ke1 3 Ke3, and wins) 3 Qe4 + Kc3 4 Qe3 + Kb2 5 Qxd2, but this leads only to a draw.



win if the white king is inside the zone

17. If in position 14 all the pieces are moved 2 files to the left, the zone also moves accordingly.



win if the white king is inside the zone

18. This shows the situation with wing pawns. Here the winning zone is considerably wider.

(a) With his king at d2 White gives mate in 3 moves: 1 Qf5+ Ka1 2 Qe5 Kb1 3 Qe1 mate.

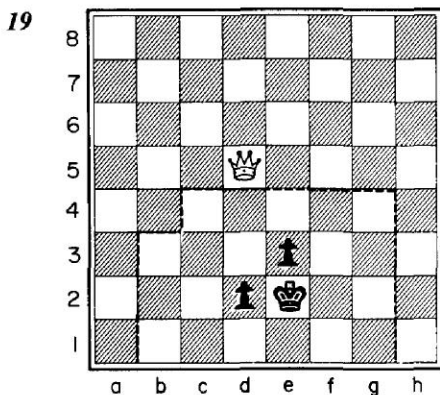
(b) With the king at e2 the win is achieved as follows: 1 Qf5+ Kc1 (1... Ka1 2 Qe5 Kb1 3 Qe4+ Ka1 4 Qd4 Kb1 5 Qd1 mate) 2 Qf4+ Kb1 3 Qe4+ Kc1 4 Qc4+ Kb1 5 Qd3+ Ka1 6 Qd4 Kb1 7 Qd1 mate.

(c) King at e3: 1 Qf5+ Ka1 (1... Kc1 2 Qf1+ Kc2 3 Qd3+, and mate in 2 moves) 2 Qf6 Kb1 3 Qf1+, and mate in 3 moves.

(d) King at f3: 1 Qf5+ Kc1 2 Qf4+ Kd1 3 Qa4+ Kc1 4 Qc4+ Kb1 5 Qd3+ Kc1 6 Ke2! b1=N 7 Qd4 Kc2 8 Qa1 Nc3+ 9 Ke1 Kb3 10 Kd2 Nb1+ 11 Kc1 Nc3 12 Qb2+ Kc4 13 Kc2, and wins.

The variations with the king at e2, e3 and f3 are by G. Mironov (Moscow).

We will now consider examples where only one of the pawns has reached the penultimate rank. Our analysis will begin with a central pair of pawns.



win if the white king is inside the zone

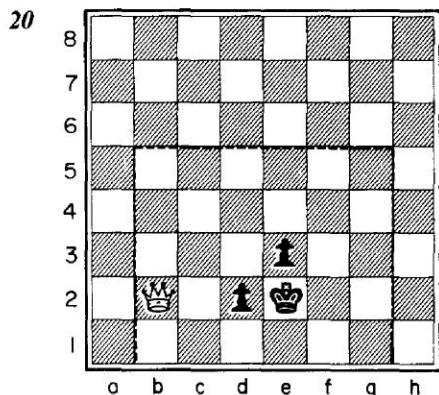
19. With his king at g1 White wins by 1 Qc4+ Kd1 2 Kf1 etc., while with his king at g4 the simplest is 1 Qf3+ Kd3 2 Kf4 Kc2 3 Qe2 Kc1 4 Qxe3 etc.

With only a few exceptions, if the queen can occupy the square in front of the pawns (in this case d1) or between them (e2) in such positions, this is sufficient to win.

Queen against Two Pawns

In general the given zone is also retained for other positions of the queen, provided only that with its first move it can pin the leading pawn or give check. Otherwise a win is not normally possible, even if the king is within the zone. Thus all White's attempts are unsuccessful in the positions: Ke4/Qe7, Kf4/Qd8, Kd4/Qf8.

The zone will be different if the queen is on the 2nd rank.



win if the white king is inside the zone

20. The position of the queen at b2 is more favourable, since Black is not threatening to queen a pawn immediately, and White has a tempo in reserve. Therefore in comparison with example 19 the zone is wider.

We will consider various king positions:

(a) g5: 1 Kf4 Ke1 2 Qc3 (2 Kxe3? d1=N+) 2 ... e2 3 Kf3 Kf1 (3 ... Kd1 4 Qa1+ Kc2 5 Kxe2) 4 Qxd2 e1=Q 5 Qg2 mate.

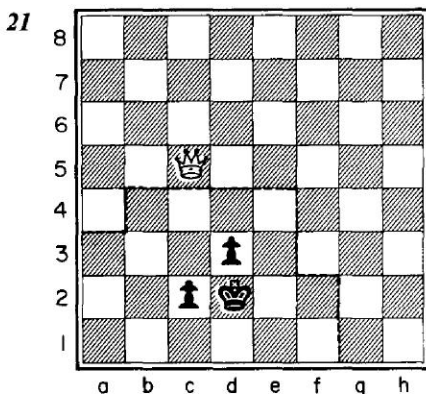
(b) b5: 1 Kc4 Ke1 2 Kd3! d1=Q + 3 Kxe3.

(c) b1: 1 Qb5+ Ke1 (1 ... Kf2 2 Qd3) 2 Qb4! e2 (2 ... Ke2 3 Qg4+ Ke1 4 Kc2) 3 Kc2 Kf1 4 Qf4+, and wins.

At b2 the queen is placed best of all. With the queen at a2 the zone is reduced (b5, b4 and b3 disappear from it). Thus with his king at b5, after 1 Kc4 Ke1 2 Qa5 Ke2 3 Qa2 Ke1 White is unable to win.

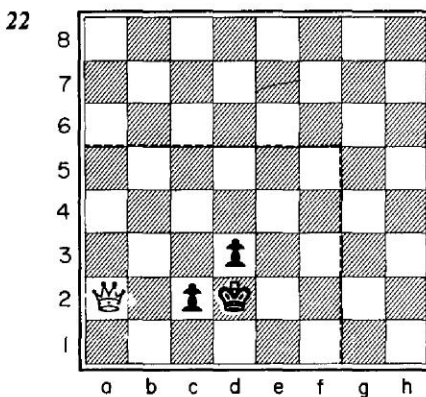
Let us move position 19 one file to the left.

from Grigoriev, 1940*



win if the white king is inside the zone

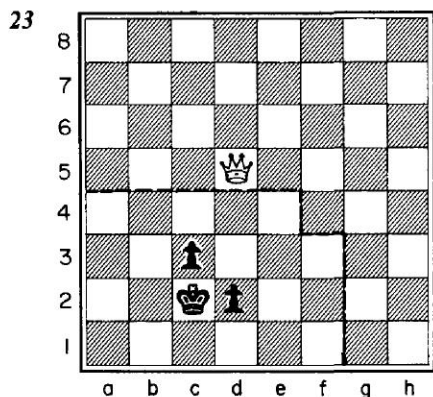
21. Let us verify that the zone depicted is correct. With his king at f3 or f4 White wins the d-pawn after 1 Qe3+ Kc3! 2 Qc1 d2 3 Qa3+ Kc4 4 Qa4+ Kc3 5 Qa5+ Kb2! 6 Qxd2, but this leads only to a draw.



win if the white king is inside the zone

22. This position is obtained by moving position 20 one file to the left. The zone moves correspondingly, completely retaining its form.

* This position, and also positions 24, 26, 27 and 29-31 were published after Grigoriev's death.



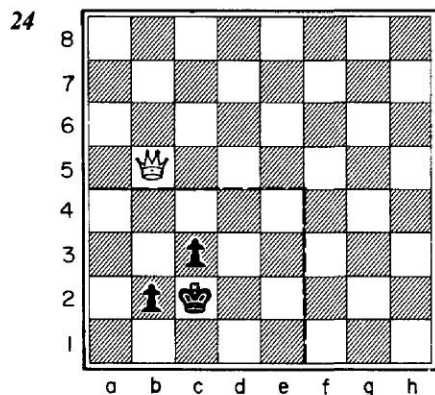
win if the white king is inside the zone

23. This position shows the case with the d-pawn on the 2nd rank.

It is interesting that here we can obtain the zone automatically from example 19, by moving all the pieces together with the zone one file to the right and reversing flanks.

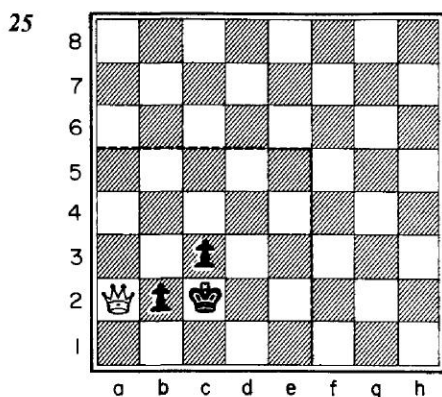
Let us now turn to an analysis of positions with bishop's pawn and knight's pawn.

from Grigoriev, 1940



win if the white king is inside the zone

24. Here the zone is again determined automatically by moving the zone of example 19.

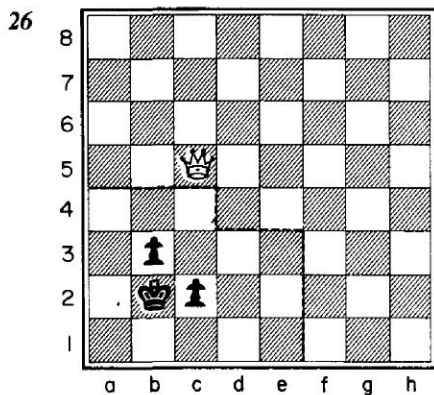


win if the white king is inside the zone

25. If the queen is at a2, the additional squares from a5 to e5 are included in the zone.

Finally, if the pawns are differently placed (b3, c2), the zone is slightly reduced.

from Grigoriev, 1940



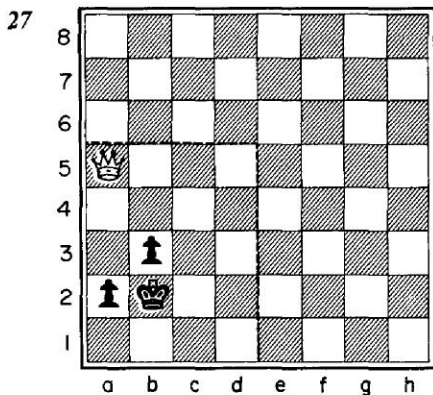
win if the white king is inside the zone

26. The zone is very easily determined in this position. White's king reaches d2 or b3, and, in spite of the appearance of a new queen, Black is mated.

It remains for us to examine positions with wing pawns.

Queen against Two Pawns

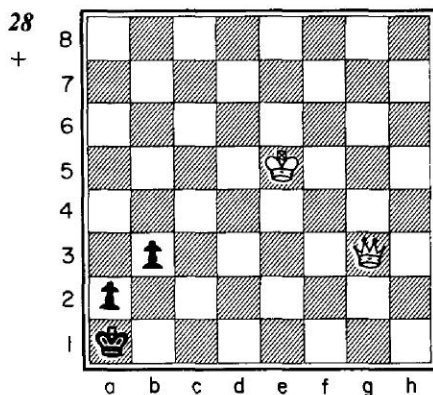
from Grigoriev, 1940



win if the white king is inside the zone

27. The winning procedure is not difficult. For example, with the king at **d5**: 1 **Qd2+ Kb1** 2 **Kc4 a1=Q** 3 **Kxb3** etc.

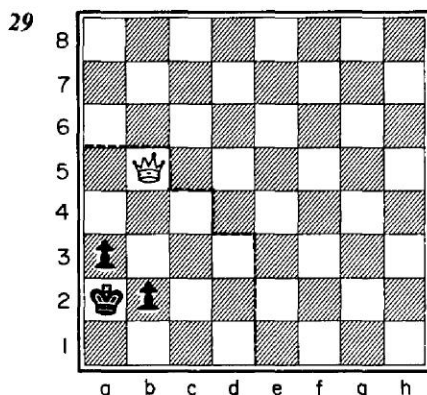
It is worth noting that, as in many other examples, the zone remains unchanged for more distant positions of the queen, provided only that it can approach the pawns by checking. When this cannot be done, even with the king inside the zone it may not prove possible to win. Thus with the white king at **d4** the positions with the queen at **a7**, **b6**, **d8** and **d7** will all be drawn.



28. In this example Black's king is in the way of his more advanced pawn, and the

white king has time to enter the zone: 1 **Kd4!** **b2** 2 **Qc2 Kb1** 3 **Qe1+ Kc2** 4 **Qe2+ Kc1** (4... **Kb3** 5 **Qc4+ Ka3** 6 **Qc3+**) 5 **Kc3 b1=N** + 6 **Kd3 a1=N** 7 **Qa2**, and wins.

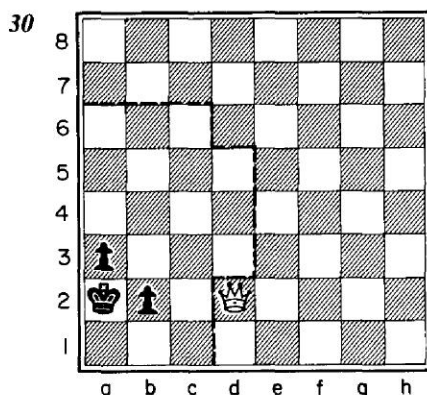
from Grigoriev, 1940



win if the white king is inside the zone

29. Let us check the position of the king at **a5**: 1 **Qc4+ Ka1** 2 **Qc3 Ka2** (2... **a2** 3 **Qd4 Kb1** 4 **Qd1** mate) 3 **Ka4 b1=Q** 4 **Qxa3** mate. Let us move the queen to **d2**.

from Grigoriev, 1940



win if the white king is inside the zone

Queen against Pawns

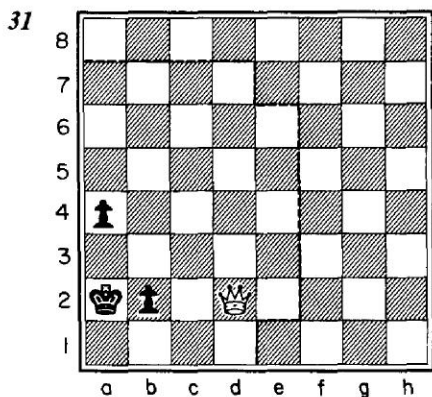
30. In comparison with position 29 the zone has expanded. The queen best halts the leading pawn along the rank, while the king attacks the pawns from the rear. With the king at **c6** White wins by **1 Kb5 Ka1 2 Qc3 Ka2 3 Ka4 b1=Q 4 Qxa3** mate.

Let us check the position of the king at **d3** or **d4**: **1 Kc3 Ka1 2 Kb3 b1=Q+ 3 Kxa3**. It appears to be all over, but there follows **3... Qd3+! 4 Qxd3**—stalemate! What happened? We went wrong on the very first move. The only way to win is by **1 Kc4! Ka1 2 Qc3 Ka2 3 Qb3+ and 4 Qxa3**.

If the second pawn has not yet reached the 3rd rank, White acquires additional tempi. This naturally affects the size of the winning zone.

As an example we will consider the case of wing pawns with the queen on the 2nd rank.

from Girgoriev, 1940



win if the white king is inside the zone

31. Compared with the previous position, the zone has become even wider. With his king at **d1** White wins by **1 Qd5+ Ka1 2 Qd4 a3 3 Kc2 Ka2 4 Qd5+ Ka1 5 Qd1+ and 6 Qb1** mate.

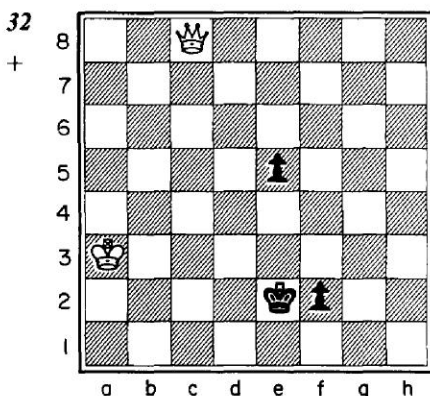
With his king at **d7** he wins by **1 Kc6! Ka3!** (or **1... Ka1 2 Qd4 a3 3 Kb5 Ka2 4 Qd2 Ka1 5 Qc3 Ka2 6 Ka4 b1=Q 7 Qxa3** mate) **2 Qc3+ (2 Qd1 b1=Q! 3 Qxb1—stalemate) 2**

... Ka2 3 Qc2 a3 4 Kb5 Ka1 5 Qc3 Ka2 6 Ka4 b1=Q 7 Qxa3 mate.

The winning method is in no way different from that examined above, and therefore we will leave it to the reader himself to test his powers by determining the zones for the other pawns.

Some interesting subtleties, which are encountered in such endings when one of the pawns is a bishop's pawn, are seen in the following study.

Chekhover, 1936



32. If the e-pawn were at **e3** or **e4**, Black would be able to draw. Thanks to the fact that the pawn is not yet far advanced, White has an elegant way to win.

1 Qc4+ Ke1 2 Qe4+ Kd2 3 Qf3 Ke1 4 Qe3+ Kf1 5 Qe4 Kg1 6 Qg4+ Kh2 7 Qf3! Kg1 8 Qg3+ Kf1 9 Kb3 Ke2 10 Qg2 Ke1 11 Qe4+ Kd2 12 Qf3 Ke1 13 Qe3+ Kf1 14 Qe4! Kg1 15 Qg4+ Kh2 16 Qf3 Kg1 17 Qg3+ Kf1 18 Kc3, and White wins.

This was the composer's solution. Chekhover assumed that **5 Kb3** would lead only to a draw after **5... e4! 6 Kc2 Kg2 7 Qg5+ Kh2 8 Qh4+ Kg2 9 Qg4+ Kh2**, since here there is no queen move to **f3**, and it is impossible to force the black king to occupy the square in front of the f-pawn.

But instead of **6 Kc2**, stronger is **6 Qh3+!**, for example: **6... Kg1 7 Qg3+ Kf1 8 Kc2 e3**

Queen against Two Pawns

9 Kd3 e2 10 Qh3+ Ke1 11 Qh4! Kd1 12 Qa4+ Ke1 13 Qa1 mate, or 6... Ke1 7 Qg3 Ke2 (7... e3 8 Kc2 e2 9 Qh4!) 8 Qg2 Ke1 9 Kc2 e3 (9... f1 = Q 10 Qd2 mate) 10 Qg3 Ke2 11 Qg4+ Kf1 12 Kd3, and White wins.

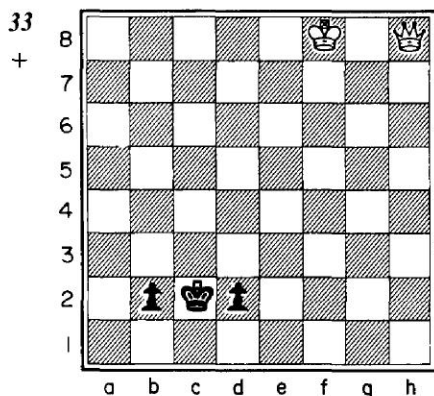
Thus 5 Kb3! wins more quickly than 5 Qe4.

1.22 Isolated pawns

We will begin our analysis with positions where both pawns are on the threshold of queening. This is the most dangerous case for the stronger side.

The following examples demonstrate a typical method of playing for a win.

Chéron, 1945

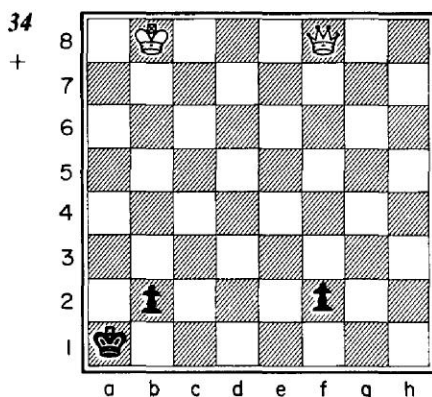


33. White first brings his queen up to the pawns: 1 Qh7+ Kc1 2 Qc7+ Kd1 (or 2... Kb1 3 Qd7, and then as in the main variation) 3 Qb7 Kc1 (3... Ke2 4 Qe4+ and 5 Qb1) 4 Qc6+ Kd1 5 Qa4+ Kc1 6 Qc4+ Kd1 7 Qd3 Ke1 (7... Kc1 8 Qc3+, winning a pawn) 8 Qe4+ Kf2 9 Qb1!

The queen has succeeded in blockading one of the pawns. 10 Qxb2 is now threatened, so that the black king is forced to abandon the 2nd rank. Black is deprived of any possibility of active play, and is forced to wait passively as the white king approaches and decides the outcome.

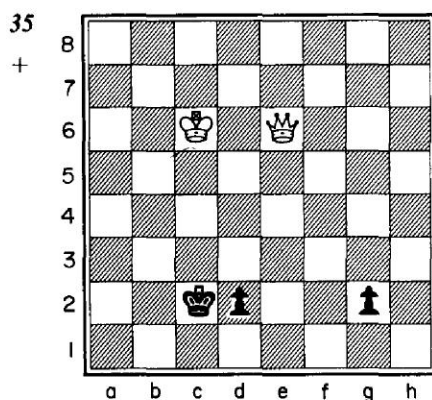
The obtaining of such a position is the basic winning plan.

Horwitz & Kling, 1851



34. 1 Qa3+ Kb1 2 Qa6! Kc2 3 Qe2+ Kc3 4 Qf1! etc.

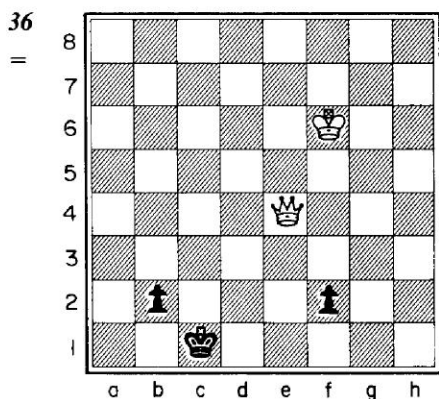
Chéron, 1945



35. 1 Qf5+ (not 1 Qc4+? Kd1! 2 Qd4 Ke2 3 Qg4+ Kf2) 1... Kd1 2 Qf2 Kc1 3 Qc5+ Kb2 4 Qg1! etc.

We have seen that, if one of the pawns can be blockaded by the queen, with the opponent's king on the 2nd rank this will lead to the loss of the pawn. But if the remaining pawn is a bishop's or rook's pawn, and the stronger side's king is far away, this may prove insufficient for a win.

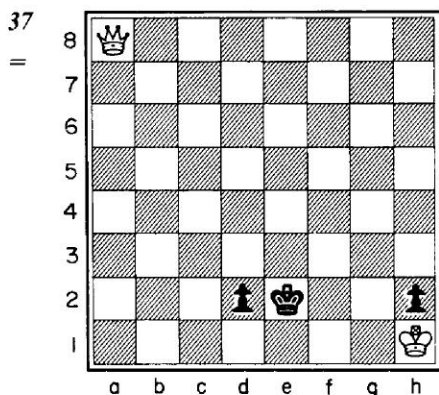
Chéron, 1950



36. 1 Qe3+ (1 Qc4+ Kd2! 2 Qf1 b1=Q! 3 Qxb1 Ke2, with a draw) 1... Kd1! 2 Qd3+ Ke1 3 Qb1+ Ke2 4 Qxb2+ Kf1 5 Kg5 Kg1, and the white king is outside the zone (cf. example 8)*.

Black draws by means of stalemate in the following position.

Troitsky, 1899

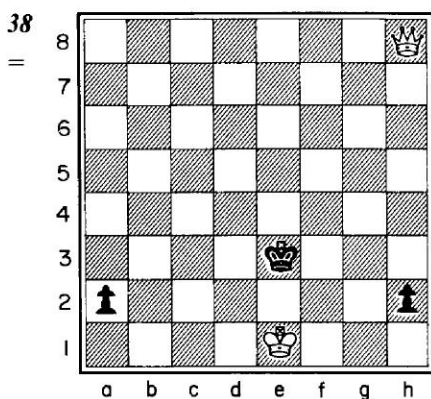


37. The solution is fairly simple: 1 Qe4+ Kf2 2 Qd3 Ke1 3 Qe3+ Kf1! 4 Qxd2— stalemate!

Example 38 is more complicated.

* Subsequently we will give in brackets only the number of the position to which reference is being made.

Horwitz & Kling, 1851



38. This was included by Berger in his *Theorie und Praxis der Endspiele* (1922), but, evidently due to an oversight, in slightly changed form (the composers of the position have the kings at d1 and d3).

Without giving any variations, Berger limited himself to the comment that White has to be satisfied with perpetual check, since he is unable to win both pawns.

The Russian translation of the first edition of Berger's book (1928) included a short analysis by Nenarokov, demonstrating the draw: 1 Qc3+ Kf4! (1... Ke4? loses to 2 Kf2! h1=Q 3 Qc6+) 2 Qc1+ Kf3! (again the only move, in view of the threat of 3 Ke2) 3 Qd1+ Ke3! (3... Kg2 allows mate in three moves) 4 Qd2+ Ke4! (if 4... Kf3, then 5 Qe2+ Kg3 6 Qf2+ Kg4 7 Qg2+ Kf5 8 Qf1+ and 9 Kf2, winning) 5 Qe2+ Kd4! 6 Qf2+ Ke4, and White is unable to win.

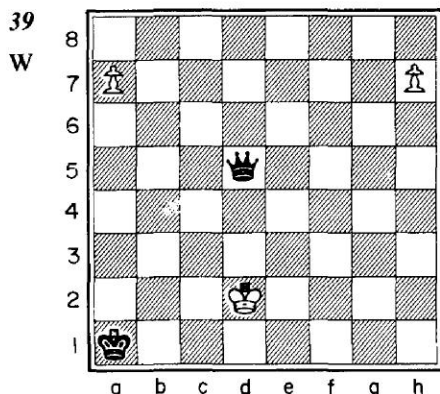
In 1957 Maizelis expressed the opinion that White wins by 3 Kd2, after which he gave the following variation: 3... Kg2 4 Qc6+ Kg1! 5 Qg6+ Kf2 (5... Kh1 6 Qg7) 6 Qf6+ Kg2 7 Qg7+ Kf2 8 Qa1 Kg2 9 Qxa2 h1=Q 10 Ke3+. But after 10... Kh3! (not 10... Kg3 11 Qg8+, and White wins) 11 Qe6+ Kh2! 12 Qh6+ Kg1 there is no win.

If there are two rooks' pawns on the threshold of queening, and both kings are some distance away, the result will depend upon

Queen against Two Pawns

whether, in the 'race' of the kings, the stronger side's king can enter the zone of the more dangerous pawn.

Chekhover, 1963



39. White's king is in check. Where should he make for?

If, for example, 1 Kc3, then 1 ... Qa8 2 Kb4 Kb2 3 Kb5 Kb3 4 Kb6 Kb4, and the black king enters the zone of the a-pawn; hence Black wins as in example 9.

The correct move is **1 Ke3!**, aiming for the pawn which is more distant from the black king. If now 1 ... Qa8, then 2 Kf4 Kb2 3 Kg5 Kc3 4 Kg6 Kd4 5 Kg7 Qxa7 + 6 Kg8, and the black king is outside the zone.

1 ... Qe5 + 2 Kf3!

The most accurate move. The king must stay as close as possible to the h-pawn. Bad would be 2 Kd3 Qe8 3 Kc4 Kb2 4 Kc5 Kb3 5 Kb6 Kb4 6 Kb7 Qf7 + 7 Kb8 Qf8 + 8 Kb7 Qg7 + 9 Kb8 Qh8 + 10 Kb7 Qxh7 + 11 Kb8 Kb5, and Black wins.

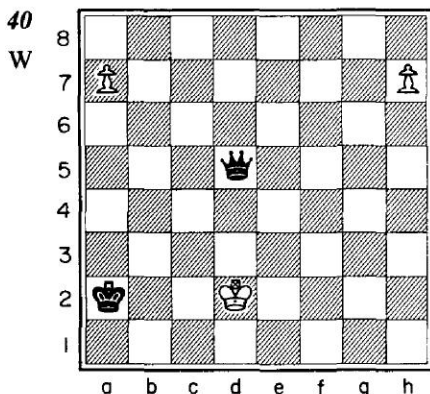
2 ... Qf5 + 3 Kg3! (3 Ke3 again loses to 3 ... Qf8) **3 ... Qg5 + 4 Kf3 (h3).**

Here it makes no difference where the king moves to, since Black cannot reply 4 ... Qg8.

4 ... Qd8 5 Kg4 Kb2 6 Kf5 Kc3 7 Kg6 Kd4 8 Kg7, and the black king is outside the zone.

But what if in the initial position the black king had been at a2?

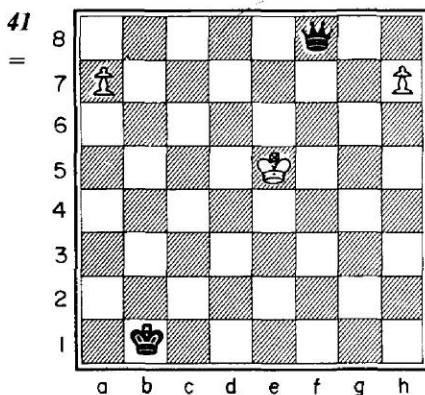
Chekhover, 1963



40. Here it no longer helps to take the king up to the h-pawn. For example: **1 Ke3 Qd8 2 Kf4 Kb3 3 Kf5 Kc4 4 Kg6 Kd5,** and the black king is within the zone. After **5 Kg7 Qc7 + 6 Kg8 Qc8 + 7 Kg7 Qb7 + 8 Kg8 Ke6!** White must resign.

The following two examples should now be understandable without any special explanation.

Chekhover, 1963

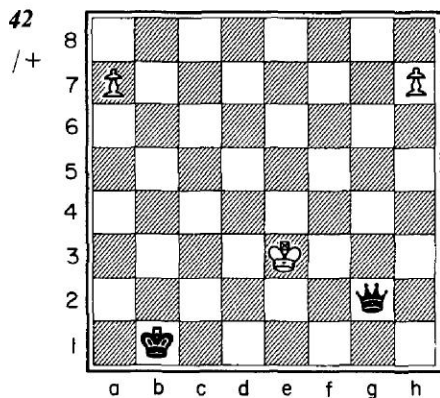


41. 1 Kd5! Qc8 (if 1 ... Kb2, then 2 Kc6 Kb3 3 Kb7, and Black's king is outside the zone) **2 Ke5 Qh8 + 3 Kd6!**

3 Kd5 loses to 3 ... Qxh7!, as does 3 Ke6 Kb2, when the black king succeeds in entering the zone.

3 ... Qa8 4 Ke6! Qh8 5 Kd6! Draw.

Chekhover, 1963



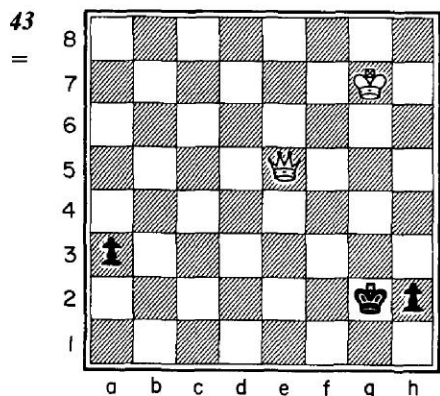
42. Here accuracy is demanded of Black in the coordination of his forces. Thus 1 ... Qh1 is insufficient in view of 2 Kf4 Kc2 3 Kg5 Kd3 4 Kg6, when 4 ... Ke4 is not possible.

Correct is 1 ... Qa8! 2 Kf4 Kc2 3 Kg5 Kd3 4 Kg6 Ke4, when Black's king is within the winning zone.

If the second pawn has not yet reached the penultimate rank, even here there can be drawing possibilities, especially with bishops' and rooks' pawns, and if the stronger side's king is some distance away from the main battlefield.

Thus White is unable to win in the following example.

Chéron, 1945

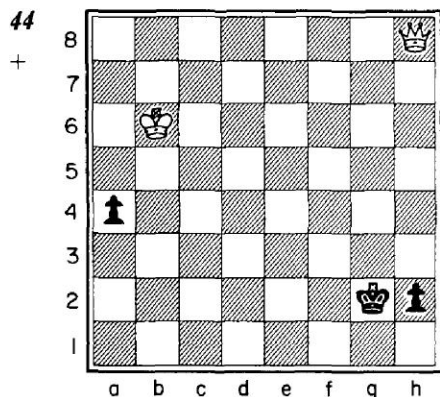


43. 1 Qg5+ (1 Qd5+ Kg3! 2 Qh1 a2 etc.) 1 ... Kh3!!

The only move. If 1 ... Kf2, then 2 Qh4+ Kg2 3 Qg4+ Kf2 4 Qh3 Kg1 5 Qg3+ Kh1 6 Qf2, and mate next move. Here the second pawn played a negative role. Or 1 ... Kf3 2 Qh4 a2 3 Qh3+ Ke4 4 Qf1 Kd4 5 Qc1! Ke4 6 Kg6, and wins.

2 Qe3+ Kg2 3 Qe2+ Kg3! 4 Qf1 a2 5 Kg6 a1=Q 6 Qxa1 Kg2, and the white king is outside the zone (9).

Berger, 1922



44. In this example, the second black pawn is less dangerous, and therefore after 1 Qg8+ Kf2 2 Qh7 Kg3! 3 Qg6+ Kf2 4 Qe4 Kg3! 5 Kc5 a3 6 Kd4 a2 7 Qh1 a1=Q+ 8 Qxa1 Kg2 White wins, since his king has managed to enter the zone (9).

It is clear that, with the pawn at a3, the result would have been a draw.

Fine, 1941

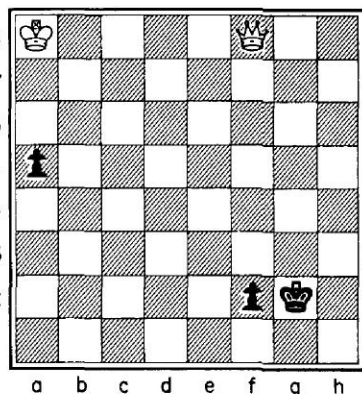
45. This shows the case when one of the pawns is a bishop's pawn. Due to the very distant position of his king, White is unable to win, although the second pawn is a long way from the queening square.

For example: 1 Qg7+ Kh1 2 Qf6 Kg2 3 Qg5+ Kh1 4 Qf4 Kg2 5 Qg4+ Kh2 6 Qf3

Queen against Two Pawns

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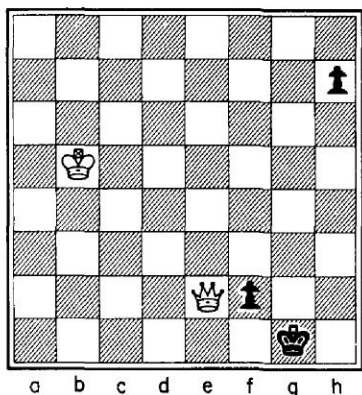


Kg1 7 Qg3+ Kf1 8 Kb7 a4 9 Kc6 a3 10 Kd5 a2 11 Qg7 a1=Q 12 Qxa1+ Kg2, with a draw (8).

Berger, 1889

46

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46. Here the h-pawn is a long way from its goal, and White has a simple win: **1 Qg4+ Kh2 2 Qf3 Kg1 3 Qg3+ Kf1 4 Kc4**, and, while the h-pawn is coming to Black's aid, White has time to give mate.

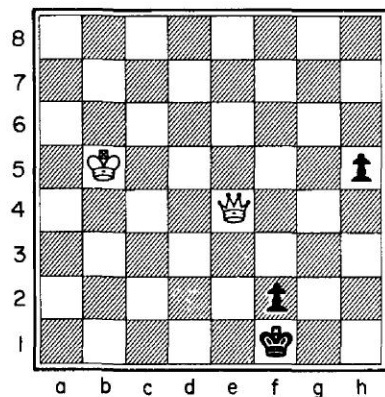
Had the pawn been at **h4**, Black would have been able to draw, since after **2 ... Kg1** White does not have **3 Qg3+**.

Berger stated that in position 46 White would win even if his king was even further away—at **a6**. To demonstrate this he gave the variation **1 Qg4+ Kh2 2 Qf3 Kg1 3 Qg3+ Kf1 4 Kb5 h5 5 Kc4 h4 6 Qg4 h3 7 Kd3 h2 8 Qf3 Kg1 9 Ke2!**, when Black can resign.

But Grigoriev found that Black has a stronger defence: **1 Qg4+ Kf1!! 2 Kb5 h5 3 Qg6 Ke2 4 Qe4+ Kf1!** (47).

47

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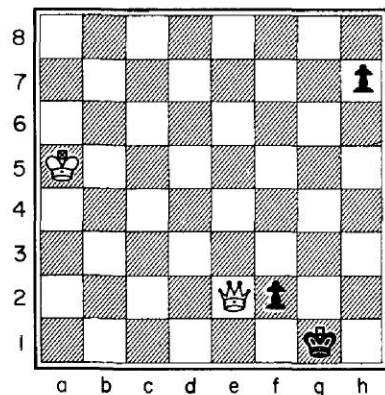


47. After **5 Kc4 Kg1** it transpires that the queen has no way of driving the black king in front of the f-pawn, since the g4 square is unavailable. For example: **6 Qe3 Kg2 7 Qg5+ Kh2 8 Qh4+ Kg2**, with a draw.

Grigoriev also established that in the initial position White wins if his king is at **a5**.

48

+



48. 1 Qg4+ Kf1.

After **1 ... Kh2** White wins by Berger's method: **2 Qf3 Kg1 3 Qg3+ Kf1 4 Kb4** etc.

2 Kb4 h5 3 Qg6 Ke2 4 Qe4+ Kf1 5 Qh1+! (the black king must not be allowed into the corner; if **5 Kc3**, then **5 ... Kg1** with a draw) **5 ... Ke2 6 Qg2 Kel 7 Kc3!**

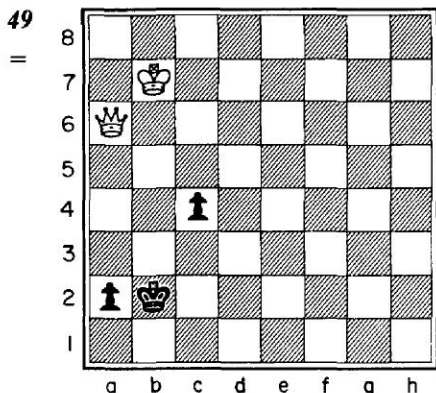
This idea has already been met on several

Queen against Pawns

occasions. 7 ... f1=Q loses to 8 Qd2 mate.

7 ... h4 8 Kc2 h3 9 Qe4+ Kf1 10 Kd2 Kg1 11 Qg4+, and White wins.

Gorgiev, 1959



49. After 1 Qb5+ Kc2 2 Qa4+ Kb2 3 Qb4+ Kc2 4 Qa3 Kb1 White does not have 5 Qb3+.

1.23 Doubled pawns

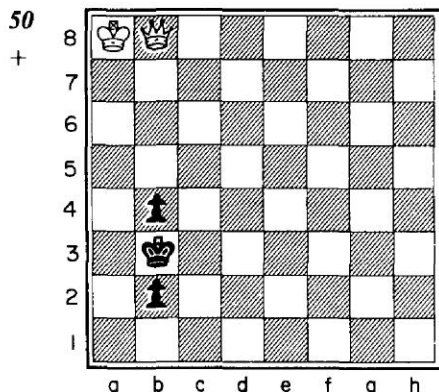
Here the stronger side wins if he can:

(a) blockade the leading pawn with his king or queen.

(b) win one of the pawns and obtain a won ending with one pawn.

(c) thanks to the proximity of his own king, give mate to the opposing king.

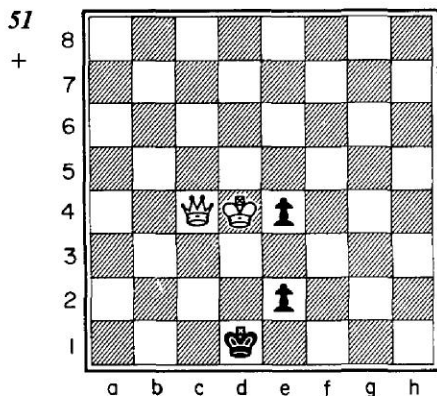
Bekey, 1906



50. Here White wins by capturing one of the pawns. We give the simplest and quickest solution, pointed out by Grigoriev.

1 Qg8+! (Bekey begins with 1 Qg3+) 1 ... Ka3 2 Qg6 Ka2 3 Qc2 b3 4 Qd2 Ka1 5 Qa5+ Kb1 6 Qb4, and after capturing the b3 pawn, White wins.

Bekey, 1906



51. In this position the white king is closely, but rather badly placed. Were it on any other square, 1 Qd4+ would be possible, capturing the e4 pawn with an immediate win.

Here the winning path is more complicated: 1 Qa4+ Kc1 2 Qa5! Kd1 3 Qh5! Kd2 4 Qg5+ Kd1 5 Qg4 Kd2 6 Qg2 e3 (6 ... Kd1 7 Kxe4! e1=Q+ 8 Kd3 comes to the same thing) 7 Ke4 Kd1 8 Kxe3! e1=Q+ 9 Kd3, and wins.

White won only because he was able to switch his queen to the right flank (3 Qh5!).

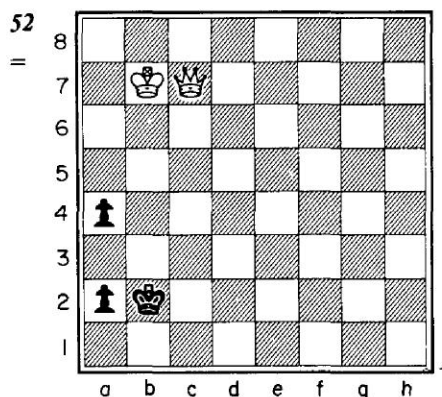
If position 51 is moved one or two files to the right or left, in the resulting positions this plan will not work, and the game ends in a draw.

With rook's pawns or bishop's pawns the result will depend on the position of the stronger side's king, since after winning one of the pawns it is important to obtain a position of type 6, 8 or 9 with the king inside the winning zone.

Queen against Two Pawns

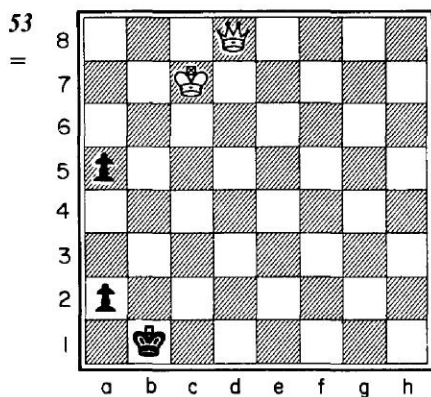
In the following examples the king is too far away, and the second pawn prevents the queen from driving the black king to a1, which would gain time for the approach of the king.

Gorgiev, 1959



52. 1 Qb6+ Kc2 2 Qc6+ Kb2 3 Qb5+ Kc2 4 Qc4+ Kb2 5 Qb4+ Kc2 6 Qa3 Kb1, and White cannot win.

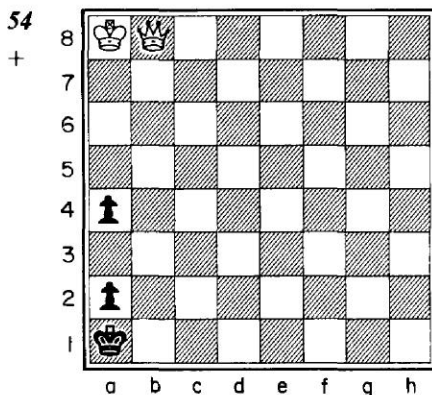
Gorgiev, 1959



53. 1 Qd1+ Kb2 2 Qd4+ Kb1 3 Qb6+ Kc2 4 Qc5+ Kb2 5 Qb5+ Kc2 6 Qa4+ Kb2! Draw.

Only in the following example does White succeed in bringing up his king.

Gorgiev, 1959

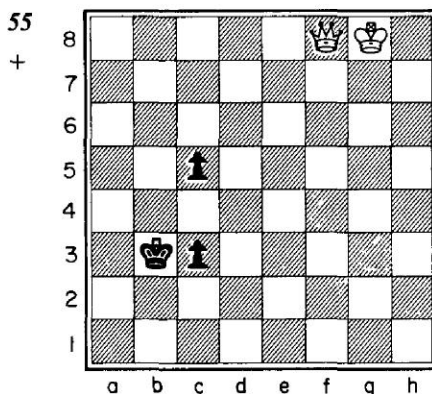


54. It would be a mistake to play 1 Kb7 Kb2 2 Ka6+ Kc2, with a certain draw. Exploiting the unfortunate position of the enemy king, White forces Black to advance his pawn to a3.

1 Ka7! a3 2 Kb6 Kb2 3 Ka5+ Kc2 4 Qc7+ Kb2 5 Qb6+ Kc2 6 Qc5+ Kb2 7 Qb4+ Kc2 8 Qxa3, and White wins, since his king is inside the zone.

If the leading pawn has not yet reached the penultimate rank, the winning chances are naturally improved. True, in cases with bishop's or rook's pawns subtle play may be required, since in winning one pawn it is important not to allow the advance of the second pawn onto the penultimate rank.

Mandler

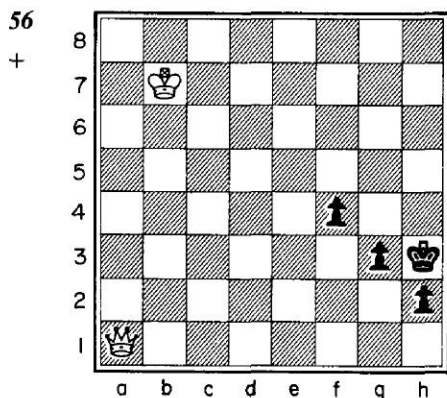


55. 1 Qf4! Kc2 2 Qe3! Kb2 3 Qe5 Kc2 (3... Kb3 4 Kf7 c2 5 Qa1 and 6 Qc1) 4 Qxc5, and White wins.

1 Qf3 would have been a mistake in view of 1... Kb2 2 Qf6 Kc2! 3 Qf2+ (3 Qe5 Kd2! 4 Qd5+ Kc1!) 3... Kd1!

1.3 QUEEN AGAINST THREE OR MORE PAWNS

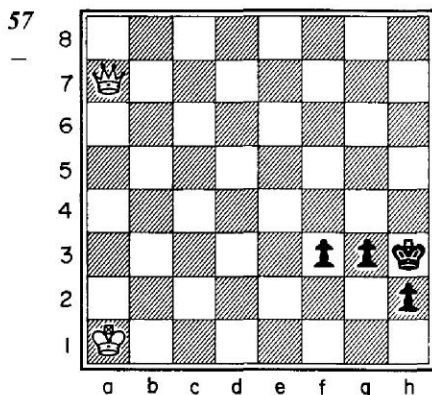
Here we will be mainly interested in positions where the stronger side's king is a long way from the pawns. If connected pawns are far advanced and one of them has reached the penultimate rank, to win White must first block them. When the pawns have been immobilized, he can then bring up his king.



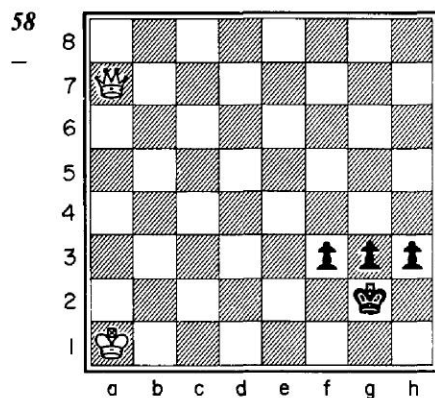
56. Thus here White can effect a blockade with his queen alone: 1 Qf1+ Kg4 2 Qe2+! Kh4 3 Qf3. Black cannot advance his pawns, and White wins by bringing up his king. Giving up a pawn does not help matters: 3... h1=Q 4 Qxh1+ Kg4 5 Qe4 Kh3 6 Qf3 etc.

Blockade is one of the basic methods of combating connected pawns. If the pawns cannot be blockaded by the queen, White's task becomes more difficult. He may even lose if the opposing king can avoid perpetual check.

Berger, 1922



57. After 1 Qd7+ Kg2 2 Qd2+ f2 3 Qd5+ Kg1 White has to resign.

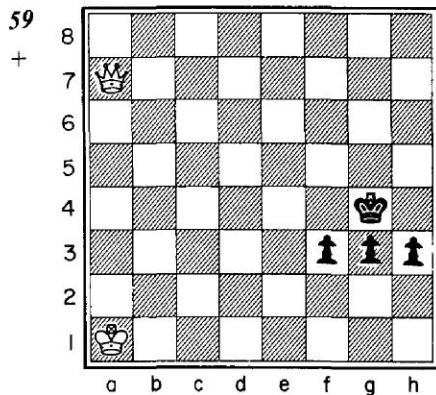


58. Here the three connected pawns are all on the same rank. The result depends mainly on the positions of the two kings. White's king is unable to help his queen, whereas Black's king is actively supporting his pawns, which in turn defend it against perpetual check. And although it is White's turn to move, he is helpless, for example:

1 Qa2+ f2 2 Qa8+ Kg1 3 Qa7 h2 4 Qe3 g2 and 5... h1=Q.

Queen against Three or More Pawns

Berger, 1922

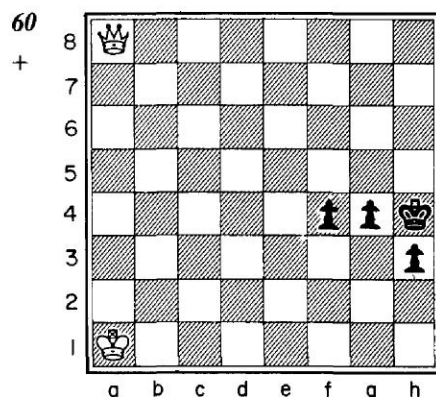


59. This position differs from the previous one only in the placing of the black king. Its position behind the pawns is much less favourable, and White is able to win.

1 Qd7+ Kh4 (1 ... Kf4 2 Qxh3 f2 3 Kb2 Kf3 4 Kc2 Ke2 5 Qg2 Ke1 6 Qxg3, and wins) 2 Qd4+ Kg5 3 Qe5+ Kg4 4 Qe4+ Kg5 5 Qxf3 g2 6 Qg3+, and White wins.

If the pawns are not far advanced, the stronger side's plan must be to blockade them and bring up his king.

Berger, 1914



60. 1 Kb2 Kg3.

Other moves are no better:

(a) 1 ... h2 2 Qg2 g3 3 Qf3 etc.

(b) 1 ... g3 2 Qf3 Kg5 3 Kc2 g2 4 Qf2 Kg4 (4 ... f3 5 Qg3+) 5 Kd2 f3 6 Ke3, and wins.

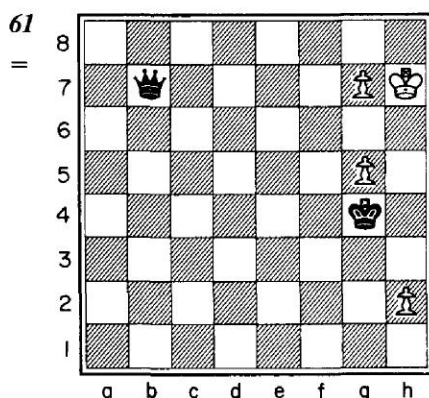
(c) 1 ... f3 2 Qb8 Kg5 3 Qg3 Kf5 4 Kc2, and White wins.

2 Qh1! (the only move, since 2 ... f3 was threatened; thanks to this manoeuvre White is able to win) 2 ... Kf2 3 Kc2 g3 4 Qxh3 f3 (4 ... g2 5 Qh4+ Kf3 6 Qg5, or 5 ... Ke2 6 Qg4+ f3 7 Qg3) 5 Kd2 g2 6 Qh4+! Kg1 7 Ke3, and White wins.

If the stronger side's king is close to the pawns and is able to support the queen, this normally proves sufficient to win.

The following example shows an exceptional case, where the defender is saved by stalemate.

Kubbel, 1922



61. 1 Kh8!

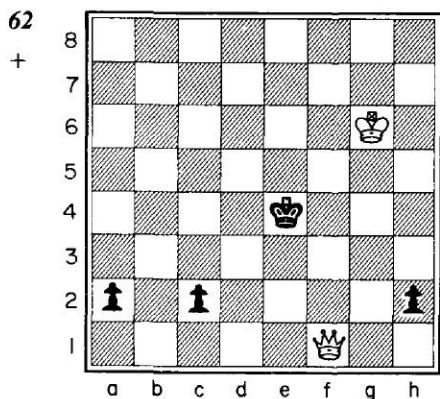
White loses after 1 h4 Qf7! 2 Kh8 Qh5+ 3 Kg8 Qxh4 4 Kf8 Qf2+ 5 Ke8 Qe3+ 6 Kf8 Qf4+ 7 Ke8 Qxg5 etc.

1 ... Qb2 2 h4! Kxh4 3 Kh7 Qc2+ 4 Kh8 Qc3 5 Kh7 Qc7 6 Kh8 Qe5 7 Kh7 Qe7 8 Kh8 Kxg5 9 g8=Q+ Kh6 10 Qe6+ Qxc6. Stalemate.

Three isolated pawns can be more easily attacked than three connected ones, and therefore they present a danger only when on the threshold of queening.

The methods of attack and defence are the same here as with two pawns.

Grigoriev, 1933



62. Despite the fact that his king cannot yet support his queen, White is able to win.

1 Qe2+ Kd4 2 Qd2+. Now the following continuations are possible:

(a) 2... Kc4 3 Qxc2+ Kb4 4 Qb2+ Kc5 5 Qa1 Kb4 6 Kf5! Kb3 7 Ke4 h1=Q+ 8 Qxh1 Kb2 9 Qh2+ Kb1 10 Kd3, and wins.

(b) 2... Ke4 3 Qxc2+ Ke3 4 Qc1+ Kf2 5 Kg5 Kg2 6 Kg4 h1=Q 7 Qb2+ Kf1 8 Qa1+ Kg2 9 Qxa2+, winning in familiar fashion.

On his 1st move Black could have played more cunningly: 1... Kf4, and if 2 Qxh2+?, then 2... Ke3 3 Qh6+ Kd3 4 Qc1 a1=Q! 5 Qxa1 Kd2, and the white king is outside the zone (6).

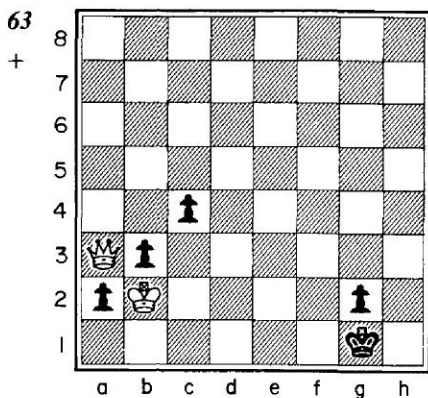
White wins by the subtle 2 Qf2+ Kg4 3 Qf1! a1=Q 4 Qxa1 Kf3 5 Kf5!, for example:

(a) 5... Kg2 6 Qg7+ Kf1 7 Qh6! Kg2 8 Qd2+ Kg1 9 Qc1+ Kg2 10 Qxc2+ Kg1 11 Kg4.

(b) 5... Ke2 6 Ke4! Kd2 7 Qd4+ Ke2 8 Qe3+ Kd1 9 Kd3 c1=N+ 10 Kc3! Ne2+ 11 Kb2 h1=Q 12 Qd3+ Ke1 13 Qb1+.

Against a considerable number of pawns a win is possible either by mating the opposing king, or by eliminating part of the pawns. It is in the latter way that White wins in the following two examples.

Horwitz & Kling, 1851



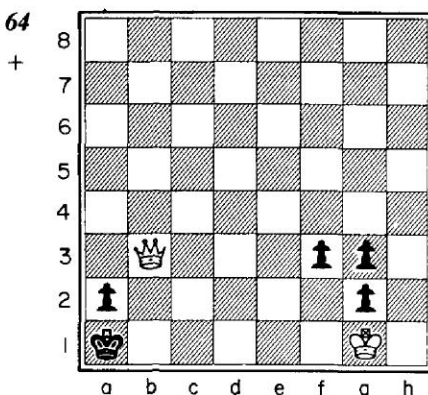
63. 1 Qc5+! Kh2 2 Qe5+ Kh3 (White's task is simplified by 2... Kg1 3 Qd4+ Kh1 4 Qh4+ and 5 Qxc4) 3 Qe1!

This move, suggested by Berger, is the strongest.

3... Kg4 4 Qf2! c3+ (4... Kh3 5 Kd1 transposes) 5 Ka1 Kh3 6 Qe3+ Kh2 (if 6... Kg4 or 6... Kh4, then 7 Qd4+ Kh5 8 Qd5+ and 9 Qxg2) 7 Qe5+ Kh1 8 Qh8+ Kg1 9 Qxc3 Kf2 10 Qd2+ Kf3 11 Qe1 Kg4 12 Kb2, and White wins.

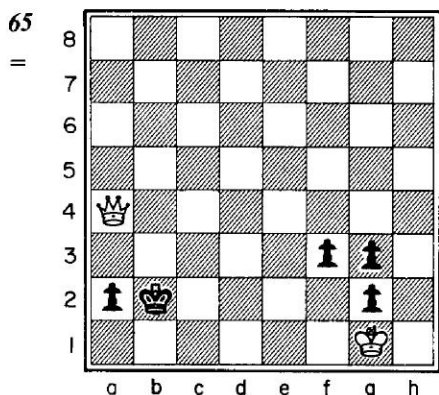
If 1... Kh1, then after 2 Qh5+ Kg1 3 Qh3 Kf2 4 Qh4+ Kf3 5 Qe1! Kg4 6 Qf2 play reduces to the main variation.

Horwitz & Kling, 1851



64. By subtle manoeuvring White eliminates the K-side pawns, after which an ending with a single rook's pawn is reached, with his king inside the winning zone.

1 Qb6! f2+ 2 Kxg2 f1=Q+ 3 Kxf1 g2+ 4 Ke2! g1=Q 5 Qxg1+ Kb2 6 Kd2! a1=Q 7 Qb6+ Ka3 8 Qa5+ Kb2 9 Qb4+ Ka2 10 Kc2 etc.



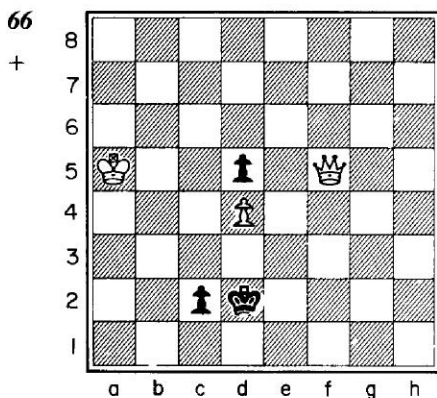
65. Here Black is able to save the game by the timely sacrifice of his K-side pawns.

1 Qb4+ Kc2 2 Qa3 f2+! (not 2... Kb1? 3 Qb3+ Ka1 4 Qb6!, winning) 3 Kxg2 f1=Q+ 4 Kxf1 g2+ 5 Kxg2 Kb1, and Black draws, since the white king is outside the zone.

1.4 QUEEN AND PAWN(S) AGAINST PAWNS

The realization of the advantage in such endings does not normally present any difficulty. Even if the opponent has a dangerous passed pawn, it is usually possible to give up the queen for this pawn and to go into a won pawn ending.

Fine, 1941

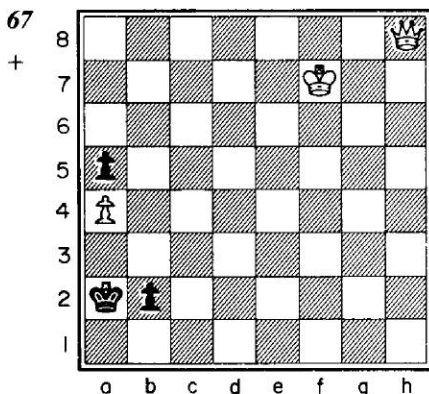


66. White cannot stop the pawn, but he wins by giving up his queen for it. But, of course, the immediate exchange would be a bad blunder, since after 1 Qxc2+? Kxc2 2 Kb4 Kd3 3 Kc5 Ke4 it is Black who wins.

There are two ways to win:

(a) 1 Kb4 c1=Q 2 Qf4+ Kc2 3 Qxc1+ Kxc1 4 Kc5, and White wins the pawn, and with it the game.

(b) 1 Qxd5 (this is even simpler) 1... c1=Q 2 Qg5+ Kc2 3 Qxc1+ Kxc1 4 d5, and the pawn queens.



Queen against Pawns

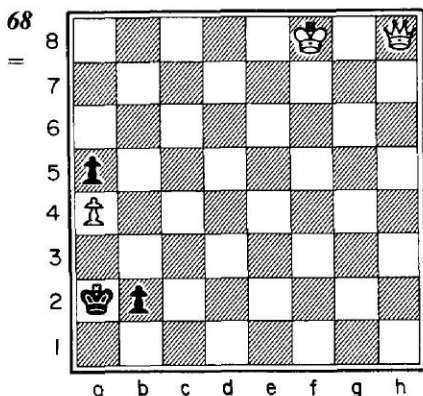
67. Here too White wins by giving up his queen for the pawn.

1 Qh2 Ka1 2 Qe5 Ka2 3 Qd5+ Ka1 4 Qd4 Ka2 5 Qc4+ Ka1 6 Qc3 Ka2 7 Qc2 Ka1 8 Ke6!

By bringing his queen up to the pawn, White has gained a necessary tempo.

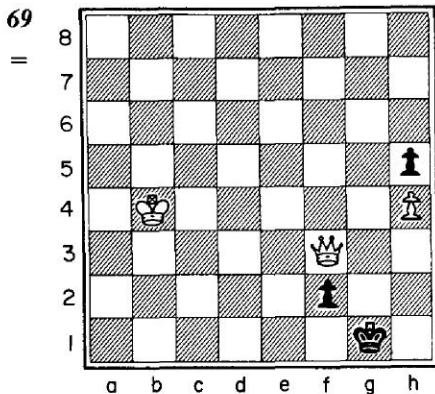
8... b1=Q 9 Qxb1+ Kxb1 10 Kd5 Kc2 11 Kc4! (a 'shoulder charge'; only a draw results from 11 Kc5 Kd3 12 Kb5 Kd4 13 Kxa5 Kc5) **11... Kd2 12 Kb5 Kd3 13 Kxa5 Kc4 14 Kb6,** and White wins.

Here the outcome depended on a single tempo. The white king was rather a long way from the pawns, but it nevertheless arrived in time. Had it been at f8, Black would have been able to draw.



68. 1 Qh2 Ka1 2 Qe5 Ka2 3 Qd5+ Ka1 4 Qd4 Ka2 5 Qc4+ Ka1 6 Qc3 Ka2 7 Qc2 Ka1 8 Ke7 b1=Q 9 Qxb1+ Kxb1 10 Kd6 Kc2 11 Kc5 Kd3! 12 Kb5 Kd4! 13 Kxa5 Kc5, with a draw.

Due to the remote position of his king, White is also unable to win in the following position.



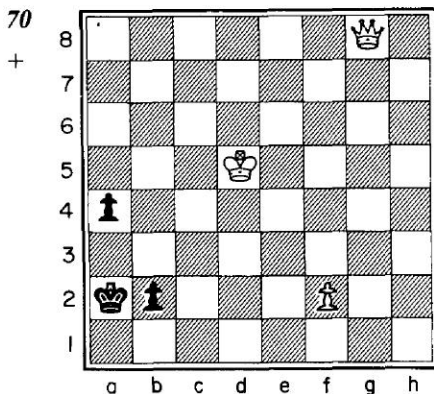
69. 1 Qg3+ Kh1!, or 1 Kc5 f1=Q 2 Qxf1+ Kxf1 3 Kd4 Kg2 4 Ke4 Kh3.

Of course, in examples 68 and 69 White could have won a pawn and gone into a queen ending a pawn up, but this too would not have won. As we will see later, such an ending with a rook's pawn can be won only if the opposing king is badly placed.

Pawn endings are full of various tricks, and therefore a transition into one normally requires accurate calculation, otherwise surprises are possible.

Yates-Marshall

Carlsbad, 1929



70. This ending would be won even without the f-pawn. For example: **1 Kc6+! Ka3 2 Qf8+** (but not **2 Qg6 b1=Q 3 Qxb1—** stalemate!) **2 ... Ka2 3 Qf7+ Ka3 4 Qe7+ Ka2 5 Qe6+ Ka3 6 Qd6+ Ka2 7 Qd2 Ka3 8 Qc3+ Ka2 9 Qc2 a3 10 Kb5 Ka1 11 Qc3 Ka2 12 Ka4! b1=Q 13 Qxa3** mate.

The game took a different course: **1 Kd4+ Ka3!** (**1 ... Ka1 2 Qa8**) **2 Qf8+ Kb3 3 Qf3+ Ka2 4 Qd5+ Ka3 5 Qc5+ Ka2 6 Qc4+ (6 Qc2! a3 7 Kc3 Ka1 8 Kb3** would have been immediately decisive) **6 ... Ka3 7 Qd3+ Ka2 8 Kc4?**

White has worked out incorrectly the consequences of the transition into the pawn ending.

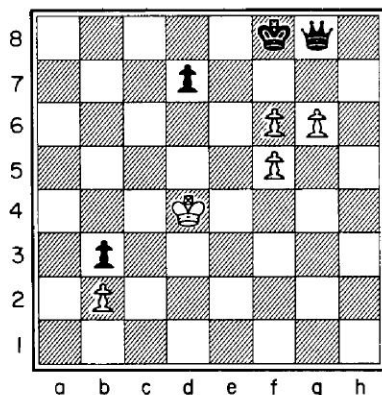
8 ... b1=Q 9 Qxb1+ Kxb1 10 Kb4 (it seems to be all over, but ...) **10 ... Kb2!! 11 Kxa4 Kc3 12 f4 Kd4**, and Black's king catches the pawn.

Only in the most exceptional cases can the pawns prove stronger than the queen.

Klyatskin, 1924

71

+



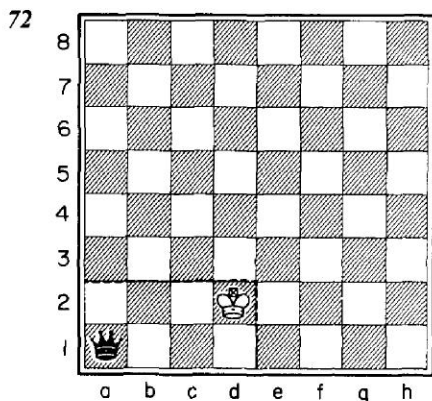
71. The queen is immobilized, and proves weaker than the pawns!

1 Kc5 d6+ (going into the pawn ending also loses: **1 ... Ke8 2 f7+ Qxf7 3 gxf7+ Kxf7 4 Kd6 Kf6 5 Kxd7 Kxf5 6 Kd6**, and White wins the b-pawn) **2 Kd4! d5 3 Kc5 d4 4 Kxd4**, and Black can resign.

2. Queen against Queen

2.1 QUEEN AGAINST QUEEN (WITHOUT PAWNS)

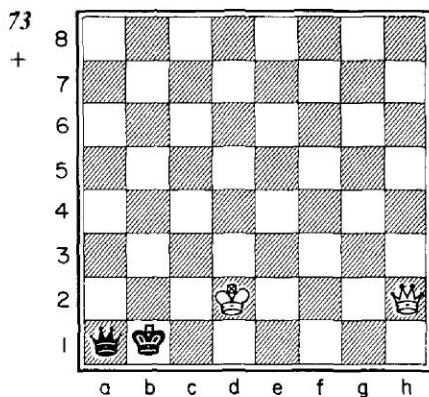
In bishop endings, knight endings and rook endings, positions without pawns are of no practical significance. But when each side has just a queen, a whole series of positions is possible where the poor placing of one side's pieces allows the opponent to weave a mating net.



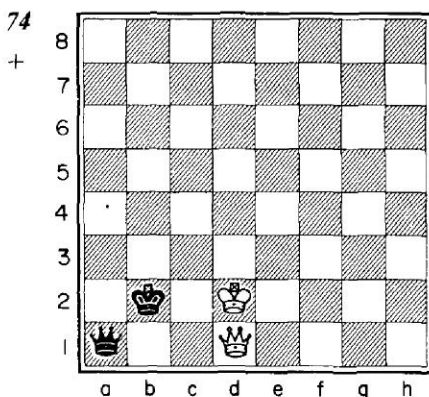
72. A study of this position for different placings of the black king and white queen allows the following rule to be formulated: *Black loses if his king is at a2, b2 or b1.*

Let us check this conclusion for the most unfavourable positions of the white queen.

73. 1 Qh7+ Ka2 2 Qf7+ Kb1 (2... Ka3 3 Qa7+! Kb2 4 Qb6+ Ka3 5 Qa5+ Kb2 6 Qb4+ and 7 Kc2 comes to the same thing) 3 Qf5+ Ka2 4 Qd5+ Kb1 5 Qe4+ Ka2 6 Qa4+! (the deciding move) 6... Kb2 (6...

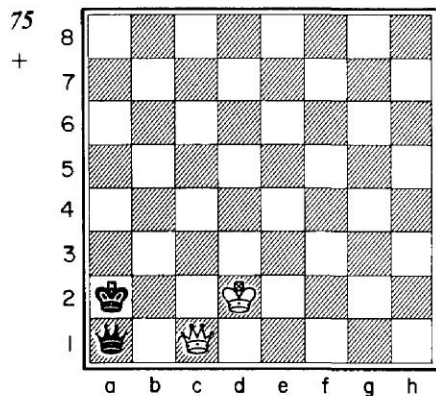


Kb1 7 Qc2 mate) 7 Qb4+ Ka2 8 Kc2, and there is no defence against the mate.

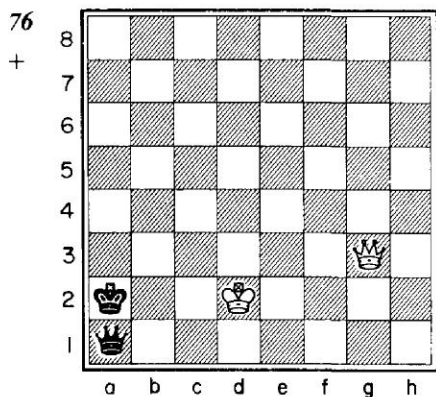


74. 1 Qc2+ Ka3 2 Qc5+! Ka2 (if 2... Kb3, then 3 Qb5+! Ka3 4 Qa5+ Kb2 5 Qb4+ and 6 Kc2) 3 Qd5+ Kb1 4 Qe4+, and White wins in similar fashion.

Queen against Queen (Without Pawns)

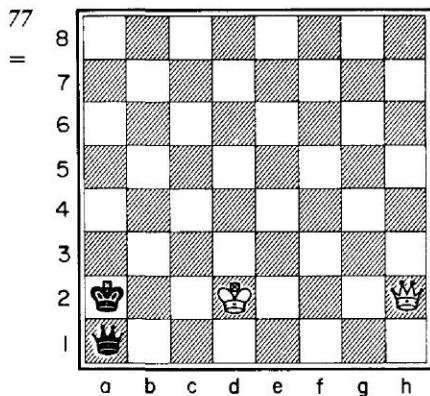


75. 1 Qc4+ Ka3 2 Qa6+ Kb2 3 Qb5+ Ka3 4 Qa5+ Kb2 5 Qb4+ and 6 Kc2, winning.



76. 1 Qg8+ Ka3 (on 1 ... Kbl there follows 2 Qg6+ Ka2 3 Qe6+ Kb1 4 Qe4+, as in position 73) 2 Qa8+ Kb2 3 Qb7+ Ka3 4 Qa6+ Kb2 5 Qb5+ Ka3 6 Qa5+ Kb2 7 Qb4+ Ka2 8 Kc2, and mate is inevitable.

The winning plan in all these cases consists of the step-by-step approach of the queen and the creation of a mating net. There is only one position of the white queen for which it cannot be carried out.

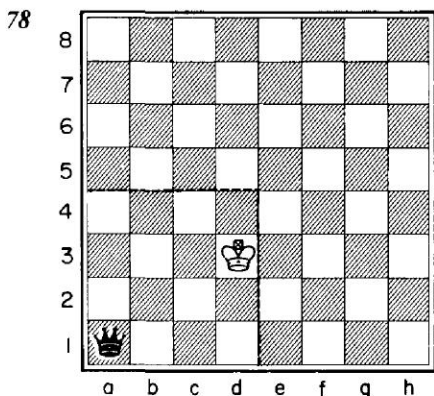


77. Black draws, since White cannot approach with his queen by checking, and on 1 Kd3+ there follows 1 ... Qb2.

Thus, with one single exception (example 77), White wins in position 72 for all positions of his queen, if the black king is inside the a1-a2-d2-d1 rectangle.

It is worth noting that White also wins when the black king is at a3 or b3, but only for certain positions of his queen.

Thus with the king at a3 White wins if he can check with his queen either on the a-file, or from c5, while with the king at b3 only a check from b5 will enable White to create a mating net around the opposing king.

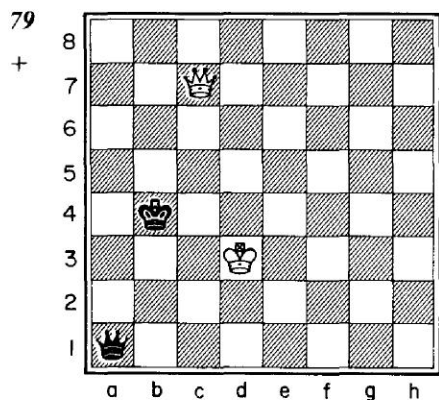


78. An analysis of this position for various placings of the black king and white queen

Queen against Queen

shows that Black loses if his king is inside the a1-a4-d4-d1 square, but only for certain placings of the white queen.

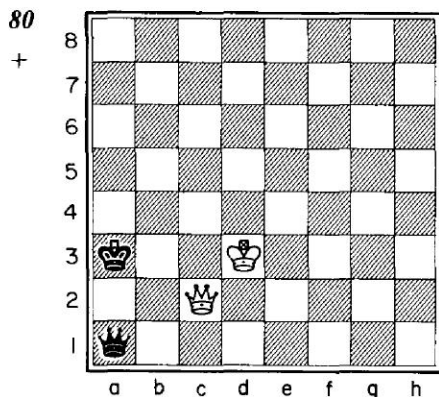
Thus if the black king is at **b4**, only a queen check from b6 leads to a win. As an example, consider the following position.



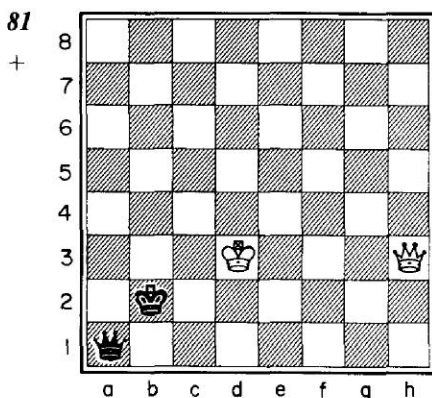
79. 1 Qb6+ (1 Qb7+ Kc5 is a draw, since the black king is out of the danger zone) 1... Ka3 2 Qa5+ Kb2 3 Qb4+ Ka2 (if 3... Kc1, then 4 Qd2+ and 5 Qc2 mate) 4 Kc2, and mate is inevitable.

The winning procedure here is just the same as in position 72: the step-by-step approach of the queen and the creation of a mating net.

With the black king at **a4** a check on the a-file is decisive, while with the king at **a3** White wins either by a check on the a-file, or from c5.

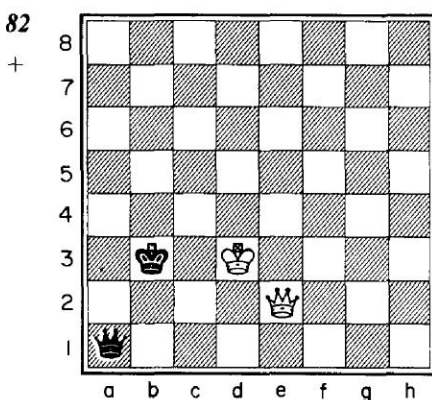


80. 1 Qc5+ Ka2 2 Qc4+ (Qa5+? Kb1! 3 Qe1+ Ka2! leads to a draw) 2... Ka3 3 Qa6+ Kb2 4 Qb5+ Ka3 5 Qa5+ Kb2 6 Qb4+ Ka2 7 Kc2 etc.



81. 1 Qg2+! (not 1 Qh2+? Ka3! 2 Qd6+ Ka2 3 Qe6+ Kb1! 4 Qe1+ Ka2! 5 Qa5+ Kb1) 1... Ka3 2 Qa8+ Kb2 3 Qb7+ Kc1 4 Qc6+ Kb2 5 Qb5+, continuing as already examined.

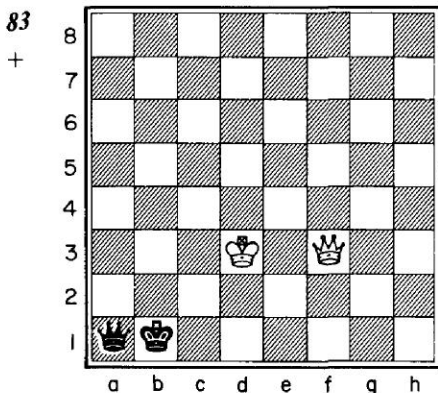
With the king at **b3**, a check on the b-file, or from c4 or e6, is decisive.



82. 1 Qe6+! (but not 1 Qc2+? Kb4 2 Qc4+ Ka5, when the king escapes from the danger zone) 1... Kb4 2 Qb6+! Ka3 3 Qa5+ etc.

With the king at **a2**, it will be clear from the preceding that White wins by 1 Qa4+ or 1 Qc4+, or, if the white queen is on the b-file, by 1 Kc2.

With the king at **b1**, only a check from d1 is decisive.



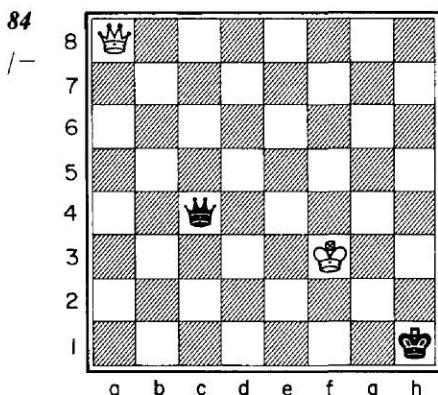
83. 1 Qd1+! Kb2 (1 ... Ka2 2 Qa4+ Kb2 3 Qb4+ and 4 Kc2) **2 Qc2+! Ka3 3 Qc5+ Ka2 4 Qc4+! Ka3 5 Qa6+**, as in previous variations.

With the black king at **b1**, White wins if his queen is on the b1-h7 diagonal, since after 1 Kd2+ position 72 is reached.

Finally, with the king at **c1**, White wins by any queen check along the c-file or the first rank, or from d2.

It is interesting to note that the possibility of creating a mating net in positions of type 72 and 78 was known more than 500 years ago.

Kantorovich, 1952



84. 1 ... Qf1+ 2 Kg3+ Kg1 3 Qa7+ Kh1 4 Qh7+ and 5 Qh2 mate.

No better is **1 ... Kg1 2 Qa7+ Kh1 3 Qh7+ Kg1 4 Qg6+ Kf1 5 Qb1+.**

2.2 QUEEN AND PAWN AGAINST QUEEN

This is one of the few endings with a minimal balance of forces which until very recently did not have a definitive evaluation. Theorists were unable to give a conclusive answer even to the following simple questions: Is it possible to realize the extra pawn? What is the best plan of playing for a win? How should the weaker side defend?

This is not especially surprising. Firstly, such an ending occurs rarely in practice, and therefore does not draw the attention of theorists. Secondly, in spite of the small number of pieces, these endings are extremely difficult to analyse. The queen is a piece with a wealth of possibilities, and in the resulting labyrinth of variations it is not difficult for even a skilled analyst to lose his way.

Some 40 years ago our entire information on this ending comprised a superficial analysis of a few positions, which had been known virtually from the time of Philidor.

But gradually, step by step, theorists began to approach the study of this insidious ending. A stimulus was provided by the game Botvinnik-Ravinsky (13th USSR Championship, 1944), in which an ending with a knight's pawn on the 7th rank occurred. It has to be said that during the play both sides were groping in the dark, but later the ending became a topic for study. In the 1947-49 USSR Yearbook, Keres published a voluminous investigation of this ending. He attempted to reveal the secret of the ending in the following way: he divided it into a series of intermediate positions, and thoroughly analysed them. Keres did not manage to find

a general method of play, but he came to the conclusion that with a white pawn at g7 the black king is best kept at a4.

Several years passed before Keres's suggestion was tested in practice. A similar ending was reached in the game Botvinnik–Minev (Amsterdam Olympiad, 1954). Minev accurately followed the recommendation by Keres, and . . . lost by force! It turned out that the position of the king at a4 not only did not enable him to save the game, but even made White's task easier.

Incidentally, in this game, for probably the first time with this balance of material, Botvinnik employed a procedure which can be called 'towards the king'. He moved his king away from the pawn, and in the direction of the opposing king.

The procedure of 'towards the king' was well known in endings with a large number of pawns, as the reader can check for himself by consulting the appropriate chapter. But before the Botvinnik–Minev game, in the ending with one pawn it had for some reason not attracted attention.

It remained to clarify the question: shouldn't Black have kept his king in the corner, on the squares a1, b1, a2 and b2? Incidentally, Black adopted such a plan in the game Pachman–Gligoric (Moscow, 1947). In 1955 the magazine *Shakhmaty v SSSR* announced a competition for the best analysis of this ending.

Those who took part in the competition included I. Balanel (Rumania), J. Pospisil (Czechoslovakia), A. Roycroft (England), Z. Byuzandian, S. Vzdorov and P. Stepushin-Malishev (all USSR). Each of the analyses sent contained something of value for the theory of this ending. The editorial staff of the magazine asked me to sum up the results of the competition. Using the analyses of the authors mentioned, I was able finally to find a general method of play. It transpired that the determining factor was the position of the white queen. If it is sufficiently actively placed, by advancing towards the opposing

king it is normally possible for the white king to escape from the checks.

The results of the competition were published in 1959, and led to the elimination of another blank page in the theory of the endgame. In 1962 a systematic study of this ending was published in the 1st Russian edition of *Chess Endings*. It remains to add that in the 1970s Soviet computer programmers wrote a program for the ending queen and knight's pawn against queen, which confirmed the previous analysis.

Thus, for a pawn on the 7th rank we can now say how this ending should conclude, and can also show the best plans for the two sides. But the following question still remains open: what if a knight's pawn has not yet reached the penultimate rank? Also, there is still much that is unclear in the ending with a rook's pawn.

2.21 Central pawn

The researcher trying to work his way through the intricate labyrinth of the ending with queen and pawn against queen immediately encounters the following problem: how, out of the enormous number of positions with various piece placings, is he to pick out the most important and basic, demonstrating most clearly the typical plans and procedures?

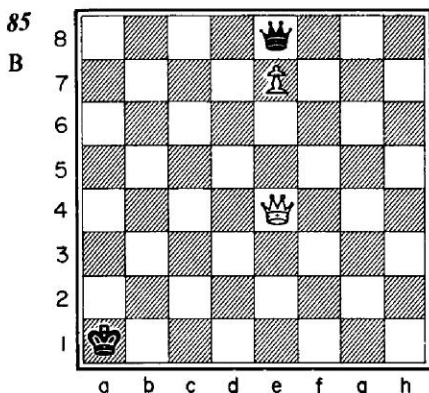
Proceeding from the fact that the queen is a strong piece, we decided to base our analysis on positions where the white queen occupies an active centralized position. For a white pawn at e7 we place the queen at e4, where it not only occupies a centralized position, but as though urges on the pawn. The black queen, to prevent the advance of the pawn, will have to be at e8.

Positions with this placing of the queens will be examined for various positions of the two kings.

We will first analyse positions with the black king inside the zone bounded by the rectangle a1-a3-h3-h1.

Queen and Pawn against Queen

Averbakh, 1962



win for any position of the white king

85. We will work through the various possible white king positions.

Firstly, it is easy to establish that there is a whole series of squares on which the king ensures an immediate win. These are **a3, e1, e3, d2, f2, c2, c1, g2, g1, c7** and **g7**.

With the king at **a3** Black has no defence against the mate.

With his king at **e1** or **e3** White obtains a second queen after, for example, **1 ... Kb2 2 Qd4+** and **3 Qd8**.

With the king at **d2** or **f2** Black can check at **d7** or **f7** respectively, but after **2 Kel Qe8 3 Qd4+** and **4 Qd8** White again obtains a second queen.

In exactly the same way White hides his king at **e1** from **g1, g2, c1** or **c2**. For example, with the king at **g2**: **1 ... Qg8 + 2 Kf1! Qf7 + 3 Kel Qe8 4 Qd4+** and **5 Qd8**.

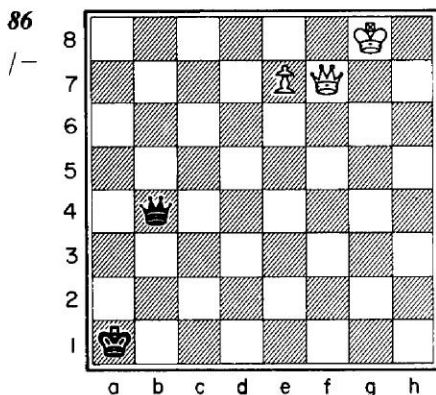
With the king at **c7** there can follow: **1 ... Qf7** (king moves are most simply met by **2 Qe6** and **3 Qd7**) **2 Qd4+** and **3 Kd8**, obtaining a new queen.

With the king at **g7** the corresponding possibility is **1 ... Qd7 2 Qe5+** and **3 Kf8**, obtaining a new queen.

In the above examples the king had a simple way of hiding from the checks. In the

remaining king positions certain efforts are required to do this.

King at **f6**: **1 ... Qh8 + 2 Kf7 Qh5 + 3 Qg6 Qd5 + 4 Kg7 Qd7** (**4 ... Qb7 5 Qf7 Qg2 + 6 Kf8**) **5 Qf7! Qg4 + 6 Kf8 Qb4 7 Kg8** (86).



86. The triumph of White's plan! Since **7 ... Qg4 +** fails to **8 Qg7 +**, Black is unable to prevent the promotion of the pawn. The creation of such a situation is the leitmotif of White's play in this ending.

White has a similar win with his king at:

(a) **h6**: **1 ... Qh8 + 2 Kg6 Qg8 + 3 Kf6** etc.

(b) **g5**: **1 ... Qg8 + 2 Kh6** etc., or **1 ... Kb2 2 Qe6! Qb5 + 3 Kh6 Qe8 4 Kg7** and **5 Qf7**, or **2 ... Ka3 3 Kh6 Qh8 + 4 Kg6 Qe8 + 5 Kg7** and **6 Qf7**.

(c) **h4**: **1 ... Qh8 + 2 Kg5 Qg7 + 3 Kh5 Qf7 + 4 Kh6 Qf6 + 5 Kh7 Qf7 + 6 Kh8! Qh5 + 7 Kg7 Qg5 + 8 Kf7 Qh5 + 9 Qg6** etc., or **1 ... Kb2 2 Qe5 + K ~ 3 Kg5 Qg8 + 4 Kh6 Qe8 5 Qe6 Qh8 + 6 Kg6 Qe8 + 7 Kg7** and **8 Qf7**.

(d) **h7**: **1 ... Qf7 + 2 Kh8**, joining the previous variation.

(e) **f5**: **1 ... Qh5 + 2 Kf6** etc.

(f) **g4**: **1 ... Qc8 + 2 Kh4 Qh8 + 3 Kg5** etc.

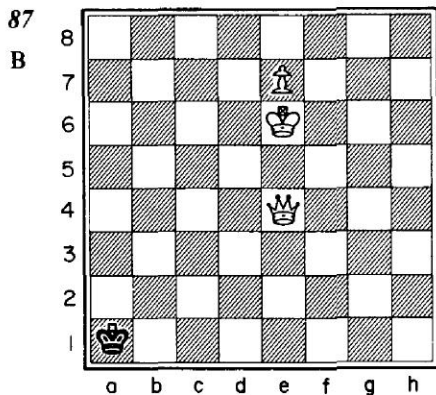
(g) **f4**: **1 ... Qf7 + 2 Kg5** etc.

(h) **g3**: **1 ... Qb8 + 2 Kh3 Qc8 + 3 Kh4** leads to a variation already considered, while if **1 ... Kb2**, then **2 Kh4**, or **1 ... Ka2 2 Qe6 +** followed by **Kg5-h6** etc.

Queen against Queen

In order to decide the question of the remaining squares, consider position 87.

Averbakh, 1962

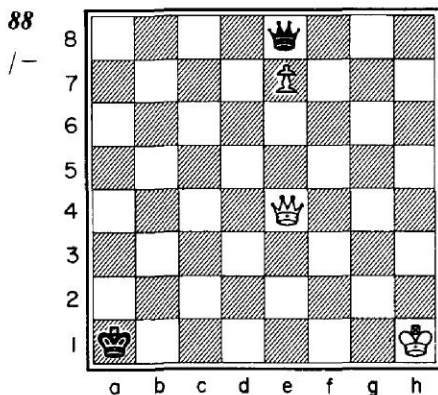


win for any position of the black queen

Qd7+ 2 Kb8 Qb5+ 3 Kc7 Qc5+ 4 Kd7 Qb5+ 5 Ke6 etc.

The greatest difficulty is presented by positions where the black queen prevents the king from going via e6 to g8.

Averbakh, 1962



88. 1 ... Qh5+ 2 Kg2 Qg5+ 3 Kf2.

The game is prolonged by 3 Kf3 Qh5+!, when White has to play 4 Ke3, since 4 Kf4 leads to perpetual check: 4 ... Qh4+! 5 Kf5 Qh7+! 6 Kf4 Qh4+ 7 Kf3 Qh1+! 8 Ke3 Qe1+ 9 Kd3 Qb1+! 10 Kd4 Qb4+ 11 Kd5 Qb7+. This 'perpetual' attack by the queen, which we will call the 'star', is the chief danger awaiting White in such situations.

3 ... Qc5+ (after 3 ... Qd2+ 4 Kf3 Qd1+ 5 Kf4 the king goes to g8) 4 Ke2 Qh5+!. (weaker is 4 ... Qb5+ 5 Ke3, when the king reaches e6 via f4 or d4) 5 Kd3 Qh3+ in the event of 5 ... Qd1+ 6 Kc3! Qc1+ 7 Kd4 Qb2+ 8 Kc5 Qa3+ 9 Kd5 Qa8+ 10 Ke5 the king penetrates via e6 to g8) 6 Kc4 Qc8+ (on 6 ... Qf1+ there follows 7 Kd5 Qf7+ 8 Kd6 Qf6+ 9 Kd7 Qg7 10 Ke6 etc.) 7 Kb3! Qb8+ (7 ... Qg8+ 8 Qc4! Qb8+ 9 Qb4! comes to the same thing) 8 Qb4! Qg8+ 9 Ka4 (of course, not 9 Ka3 Qa2 mate!) 9 ... Qe8+ (9 ... Qa8+ 10 Qa5 Qe4+ 11 Kb5+ Kb2 12 Qb4+, or 10 ... Qc6+ 11 Kb3+) 10 Ka3!

87. White wins, irrespective of where the black queen is:

(a) 1 ... Qh6+ 2 Kd5, and there are no more checks.

(b) 1 ... Qg8+ 2 Kf6 Qh8+ 3 Kf7 etc. (85).

(c) 1 ... Qc8+ 2 Kf7 Qd7 3 Qe5+ and 4 Kf8, or 2 ... Qc7 3 Qd4+ and 4 Kf8.

(d) 1 ... Qh3+ 2 Qf5 Qb3+ 3 Kf6 Qb6+ 4 Kg7 Q~ (any move along the 7th rank) 5 Qf7!

(e) 1 ... Qb3+ 2 Kf6 Qb6+ 3 Qe6 Qf2+ 4 Qf5 Qb6+ 5 Kg7 and 6 Qf7.

(f) 1 ... Qb6+ 2 Kf5 Qf2+ 3 Kg6 Qg3+ 4 Kf6 Qf2+ (4 ... Qd6+ 5 Kf7 Qc7 6 Qd4+ and 7 Kf8) 5 Qf5 Qb6+ 6 Kg7.

(g) 1 ... Qa6+ 2 Kf7 Qf1+ 3 Kg7 Qg1+ 4 Qg6 etc.

Thus we have seen that, by reaching e6 with his king, White can carry out by force the winning procedure known to us from example 85 with the king at f6.

But this means that White must also win if his king is at d6, c5, a7 or b7.

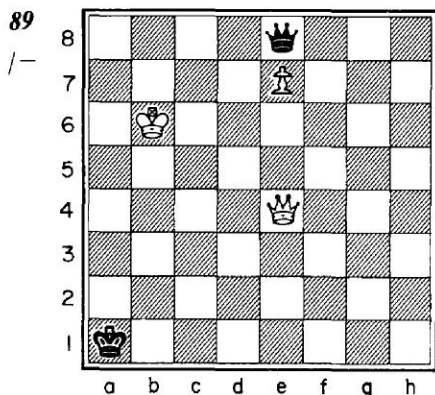
For example, with the king at a7: 1 ...

Queen and Pawn against Queen

This shows another possibility of playing for a win—creating a mating net around the opposing king: **10 ... Qa8+ 11 Qa4**, and White wins.

In conclusion we will analyse the position with the king at **b6**.

Averbakh, 1962



89. White is threatening **Kc7**, so that Black's move is forced.

1 ... Qb8 + 2 Kc5.

The king heads for **e3**, but probably simpler is **2 Qb7 Qd6 + 3 Ka7 Qd4 + (3 ... Qe5 4 Ka8) 4 Ka8 Qh8 + 5 Qb8 Qh1 + 6 Ka7 Qg1 + 7 Qb6 Qg7 8 Qa6 +** and **9 Qb7 +**.

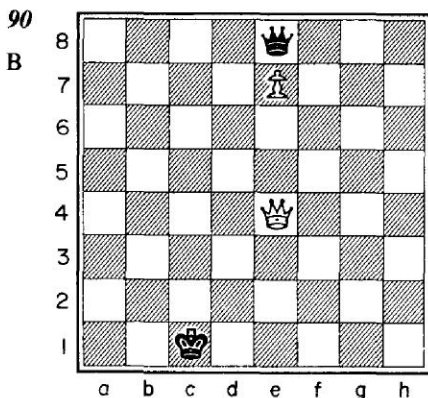
2 ... Qc7 + 3 Kb5 Qb8 + 4 Kc4 Qc7 + 5 Kd3 (5 **Kb3** is unsuccessful due to **5 ... Qb6 +!** **Qb4 Qe6 +!** **7 Ka4 Qd7 + 8 Ka3 Qd3 + 9 Qb3 Qd6 +**) **5 ... Qg3 + 6 Ke2 Qh2 + 7 Kd1! Qh5 +!** (7 ... **Qg1 +** loses immediately to **8 Qe1**) **8 Ke1! Qa5 + 9 Ke2 Qh5 + 10 Ke3!**, joining the previous example.

It is easy to check that all possible positions of the white king reduce to those already considered.

Thus we have come to the important conclusion, that in position 85 White always manages to escape from the checks by exploiting the position of the enemy king.

But perhaps the black king was badly placed at **a1**? Let us consider the example with the king at **c1**.

Averbakh, 1962



win for every position of the white king, except a1

90. Here too there is a series of white king positions which quickly ensure a win. These are **a3, e3, e1, f2, c7, g7, g2** and **g1**.

With the king at **a3, e3** or **e1**, Black cannot defend against the transfer of the white queen to **d8** or **f8**.

With his king at **f2, g2** or **g1** White again quickly obtains a new queen.

For example, with his king at **g1**: **1 ... Qg8 + 2 Kf1 Qf7 + 3 Ke1 Qe8 4 Qf4 +** and **5 Qf8**. No better is the attempt to prevent the king reaching **e1**: **1 ... Kd2 2 Qe6 Kd1 3 Kf2 Kd2 4 Qe3 +** (the simplest) **4 ... Kd1 5 Qe2 + Kc1 6 Ke1 Kb1 7 Qd3 +** and **8 Qd8**.

With his king at **g7**, after **1 ... Qd7** (otherwise **2 Qe6** and **3 Qf7**) **2 Qf4 +** and **3 Kf8** White obtains a new queen.

The same happens with the king at **c7**: **1 ... Qf7 2 Qe6 +** and **3 Kd8**.

Now consider the position with the king at **e2**: **1 ... Qb5 + 2 Kf2 Qb2 + 3 Kf3!**, and there are no more checks, or **1 ... Qh5 + 2 Ke1! Qa5 + 3 Kf2 Qa2 + (3 ... Qd2 + 4 Kf1) 4 Kf3!**

Playing the king to **f3** also decides with the

king at f6, h4, g4, g3, h3, h2 or h1. For example:

King at f6: 1 ... Qh8+ 2 Kg5 Qg7+ (2 ... Qg8+ 3 Kf4 Qb8+ 4 Kf3) 3 Kf4 Qh6+ (3 ... Qf7+ 4 Kg4 Qg7+ 5 Kf3) 4 Kg4 Qg7+ 5 Kf3.

King at h3: 1 ... Qh5+ 2 Kg3 Qg5+ 3 Kf2 Qf6+ (3 ... Qd2+ 4 Kf1 Qd1+ 5 Qe1) 4 Ke2 Qa6+ 5 Ke1 Qa5+ 6 Kf2 Qa2+ 7 Kf3.

With his king at b6 White wins easily, since 1 ... Qb8+ is met by 2 Qb7! Qe8 3 Qc6+.

The win is straightforward with the king at b7: 1 ... Qb5+ (1 ... Qf7 is met by 2 Kc8 Qe8+ 3 Kc7, and 1 ... Qd7+ by 2 Kb6 Qe8 3 Kc7) 2 Kc7 Qa5+ 3 Kb8 Qb5+ 4 Qb7, and the pawn queens.

The play is similar with the king at a7, b6 or c5.

With his king at d5 White wins easily by taking it to b8: 1 ... Qb5+ 2 Kd6! (avoiding a subtle trap: 2 Kd4 Qb4+ 3 Kd3 Qd6+ 4 Kc4 Qc7+ 5 Kb3 Qb6+ 6 Qb4 appears to win, but then comes 6 ... Qe3+!! 7 Qc3+ Kd1!! with a draw due to stalemate) 2 ... Qb8+ 3 Kd7 Qa7+ 4 Kc8 Qa6+ (if 4 ... Qc5+, then 5 Kb7 Qb5+ 6 Kc7 Qa5+ 7 Kb8 Qb5+ 8 Qb7) 5 Kc7 Qa7+ (5 ... Qa5+ 6 Kb8) 6 Qb7 Qa5+ 7 Kb8, and wins.

The win is perhaps most difficult when the king is at h7: 1 ... Qh5+ (after 1 ... Qf7+ 2 Kh6 Qh6+ 3 Kh5 the king escapes to f3) 2 Kg7 Qg5+ 3 Kf7 Qh5+ 4 Ke6 Qh6+ (if 4 ... Qh3+, then 5 Kd5! Qd7+ 6 Kc5 Qc7+ 7 Kb5 Qb8+ 8 Ka6 Qc8+ 9 Kb6 Qb8+ 10 Qb7) 5 Kd5 Qd2+ (5 ... Qg5+ 6 Kc6 Qf6+ 7 Kd7 Qf7 8 Qc6+ and 9 Kd8) 6 Kc6 Qc3+ 7 Kb5 Qb2+ 8 Qb4! Qh8 8 Qe1+ and 10 e8=Q.

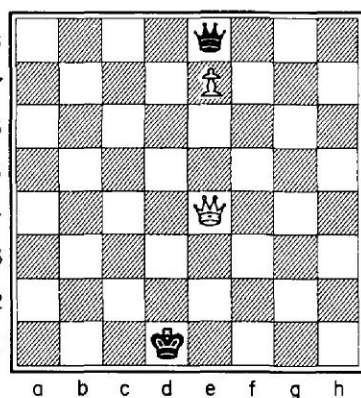
Thus, to escape from the checks in position 90, the king must aim for f3, or for b8, b6 or b5.

We reach the conclusion that in this example White wins for every position of his king, with the exception of a1, since then Black gives mate after 1 ... Qh8+.

We will now analyse the position with the black king at d1.

Averbakh, 1962

91
B



win for every position of the white king

91. Here there is again a group of white king positions which ensure an easy win. These squares are e3, f2, g2, g1, c7 and g7. For example:

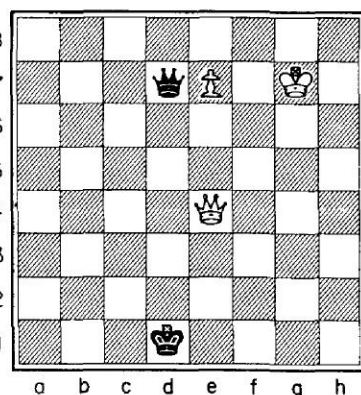
At g1: 1 ... Qg8+ 2 Kf2 Qa2+ 3 Kg3!, and there are no more checks.

At c7: 1 ... Qf7 2 Qd4+ and 3 Kd8.

At g7: 1 ... Qd7 2 Kf8 Qd6 3 Kf7 Qd7 (3 ... Qc7 4 Qd4+ and 5 Kf8) 4 Kg7 (92).

92

/-



92. A curious position. Black is in zugzwang, for example: 4 ... Kc1(d2) 5 Qf4+ and 6 Kf8, or 4 ... Qc7 5 Qd4+ and 6 Kf8, or finally, 4 ... Qa7 5 Kh8 Qa1+ 6 Kh7 Qa7 7 Qf3+ and 8 Qf7, queening the pawn.

Queen and Pawn against Queen

Let us now return to position 91 and analyse those king positions where accurate manoeuvring is required to avoid perpetual check.

King at **f6** or **h6**: **1 ... Qh8 + 2 Kg5 Qg7 +** (if **2 ... Qg8 + 3 Kf4 Qb8 +**, then **4 Qe5! Qb4 + 5 Kg5 Qd2 + 6 Kh5**) **3 Kf4 Qh6(f6) + 4 Kg3! Qd6 + 5 Kg4! Qd7 + 6 Kh4 Qe8 7 Qd4 + and 8 Qd8.**

White has a similar win with his king at **h1**, **h2**, **h3** or **f1**.

For example, at **h1**: **1 ... Qh5 + 2 Kg2 Qg5 + 3 Kh3 Qh6 + 4 Kg3 Qd6 + 5 Kg4 etc.**, or **1 ... Qh8 + 2 Kg2 Qb2 + 3 Kg3 Qb8 + 4 Kf3 Qb3 + 5 Kf4 Qf7 + (5 ... Qb8 + 6 Qe5) 6 Kg3!**

We will not analyse all possible king placings on the Q-side, but will restrict ourselves to just one, which is, however, probably the most difficult—**c4**:

1 ... Qa4 + 2 Kd5 (it would be a loss of time to play **2 Kd3 Qb3 + 3 Kd4 Qb4 + 4 Ke3 Qe1 + 5 Kf3 Qh1 +**, when the king has to retrace its steps) **2 ... Qa2 + 3 Kd6** (3 Ke5 is met by **3 ... Qh1 +**, not allowing the king across to the right) **3 ... Qa3 +** (if **3 ... Qh2 +**, then **4 Kc6! Qh6 + 5 Kb5 Qh5 + 6 Kb4 Qe8 7 Ka3 or 7 Qe5**, winning) **4 Kd7 Qa7 + 5 Ke6 Qb6 + (5 ... Qa6 + 6 Kf5 Qf1 + 7 Kg5 Qb5 + 8 Kh4) 6 Ke5! Qc7 + 7 Kf5! Qc5 + 8 Kf4! Qc1 + (8 ... Qd6 + 9 Kg4 Qd7 + 10 Kh4!) 9 Kg3 Qc7 + 10 Kg2**, and the pawn queens.

Thus in position 91 White wins by playing his king to **g3**.

It should be noted that it is incorrect to play the king to **a3**. For example, with the king at **d6**, after **1 ... Qb8 +** White wins by **2 Ke6 Qb6 + 3 Ke5**, as already considered. On **2 Kc5** there follows **2 ... Qc7 + 3 Kb4 Qd6 + 4 Kb3 Qb6 + 5 Ka3 Qc5 + 6 Qb4**, when White appears to win, but Black continues **6 ... Qc1 + 7 Ka2 Qc2 + 8 Ka1 Qc6!! 9 Qg4 + Kc2 10 Qe2 + Kc1**, and since **11 e8 = Q** is met by **11 ... Qa4(a8) +!** **12 Qxa8**—stalemate, White has to be satisfied with a draw.

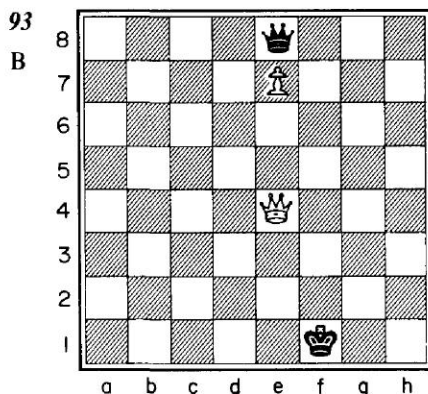
Finally, with the king at **f5**:

1 ... Qh5 + 2 Ke6 Qh6 + (if **2 ... Qh3 + 3 Kd6 Qa3 +**, then **4 Kd7 Qa7 + 5 Ke6 Qb6 + 6 Ke5 etc.**, while on **3 ... Qg3 +** there follows **4 Kd7 Qg7 5 Qf4 Qh7 6 Qd4 + and 7 Kd8**) **3 Kd5 Qg5 + 4 Kc4 Qc1 + 5 Kb5!** (it was still possible to go wrong: **5 Kb3? Qe3 +!** leads to stalemate) **5 ... Qb2 + 6 Kc6 Qc3 + 7 Kd6 Qa3 + 8 Kd7 Qa7 + 9 Ke6 Qb6 + 10 Ke5 etc.**

Each time White succeeds in exploiting the position of the black king to escape from the checks.

Now consider the position with the king at **f1**.

Averbakh, 1962



win for any position of the white king, except h1

93. With the king at **a3**, **e3**, **d2**, **c2**, **c1** or **g7** there are no problems.

With the king at **e7** the following variation is possible: **1 ... Qf7 2 Kd8 Qf6 3 Kd7 Qf7 (3 ... Qg7 4 Qf4 + and 5 Kd8) 4 Kc7!**

A position similar to example 92 has been reached, where Black is in *zugzwang*. For example: **4 ... Kf2(g1) 5 Qd4 + and 6 Kd8**, or **4 ... Qg7 5 Qf4 + and 6 Kd8.**

With the king at **h6** or **f6** the winning procedure is **1 ... Qh8 + 2 Kg6 Qg8 + 3 Kf6 Qh8 + 4 Kf7 Qh5 + 5 Qg6 Qd5 + 6 Kg7 Qd7 7 Qf7 +.**

Queen against Queen

White has a similar win with his king at **h7**, **g5**, **f4**, **g4**, **h4** or **f5**.

The win is achieved rather differently with the king at **h3**, **h2** or **f3**.

For example, at **h3**: 1 ... **Qh5** + 2 **Kg3 Qg5** + 3 **Kf3 Qg2** + (or 3 ... **Qh5** + 4 **Ke3 Qc5** + 5 **Kf4 Qcl** + 6 **Kg4** etc.) 4 **Kf4 Qh2** + 5 **Kg5** (an essential finesse: 5 **Kg4 Qg1** + 6 **Kh3 Qe3!** leads to stalemate!) 5 ... **Qg1(g3)** + 6 **Qg4 Qe1** 7 **Qc4** + **Kg1** 8 **Qd4** + **Kg2** 9 **Kf6**.

We will now consider one or two king positions on the Q-side.

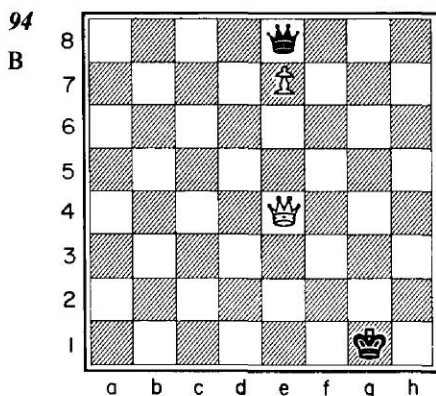
At **b7**: 1 ... **Qb5** + 2 **Kc7 Qc5** + 3 **Kd7 Qb5** + 4 **Ke6 Qb3** + 5 **Kf6 Qb2** + (5 ... **Qc3** + 6 **Kf5 Qh3** + 7 **Kg5 Qg3** + 8 **Qg4**) 6 **Kg6 Qb6** + 7 **Kg5 Qg1** + 8 **Qg4**.

In order to hide from the checks, the king has to go across to the K-side to **g5** or **f7**. Black is unable to prevent this.

As an example, we will analyse the position with the king at **b6**: 1 ... **Qb8** + 2 **Kc5 Qc7** + 3 **Kd4 Qa7** + (3 ... **Qd6** + 4 **Ke3**, and the king crosses to the K-side) 4 **Kd3 Qa3** + 5 **Kd2 Qb2** + 6 **Ke3 Qf2** + 7 **Kd3 Qg3** + 8 **Kd4 Qd6** + 9 **Ke3 Qb6** + 10 **Kf4**, and White wins.

It remains for us to analyse the last position of the black king on the 1st rank.

Averbakh, 1962



win for any position of the white king

94. We will begin with the difficult points

of the analysis. The win with the king at **a3**, **e3**, **e1**, **d2**, **c2**, **c1**, **c7** or **g7** is clear from the preceding positions.

King at **f5**: 1 ... **Qh5** + 2 **Kf6 Qh8** + 3 **Kf7** and wins. The same plan can be carried out with the king at **f6**, **h7**, **g5** or **h6**.

At **h4**: 1 ... **Qh8** + 2 **Kg5** (but not 2 **Kg4 Qg7** + 3 **Kh3? Qh6** + 4 **Qh4 Qc3** + 5 **Qg3** + **Kh1!!** with a draw) 2 ... **Qg7** + 3 **Kh5 Qh8** + 4 **Kg6 Qg8** + 5 **Kf6 Qh8** + 6 **Kf7**.

On the K-side the white king proceeds unhindered to **f7** or **g7**.

But what about on the Q-side?

At **b7**: 1 ... **Qb5** + 2 **Kc7 Qc5** + 3 **Kd7 Qb5** + 4 **Ke6 Qb6** + (4 ... **Qb3** + 5 **Kf5 Qf7** + 6 **Kg5 Qg7** + 7 **Kh5**, winning) 5 **Kf5 Qb5** + (5 ... **Qc5** + 6 **Kg4**) 6 **Kg4 Qd7** + 7 **Kh4**, and White wins.

At **b3**: 1 ... **Qb5** + 2 **Kc2 Qc5** + 3 **Kd2 Qa5** + 4 **Ke3! Qc3** + (4 ... **Qe1** + 5 **Kf3 Qf2** + 6 **Kg4**) 5 **Kf4 Qf6** + 6 **Kg4 Qg7** + 7 **Kh5**.

Thus the king goes either to **f7**, or to **h6** or **h5**.

We can now sum up: *with the black king on the 1st rank in positions of the type 85-94 White practically always succeeds in escaping from the checks and winning.*

The winning plan, although not simple, is clear enough. White places his queen at **e4** and aims for a 'quiet harbour' with his king. To each position of the black king on the 1st rank there corresponds one or more such 'harbours', where the king can escape from the checks.

We will now study positions where the black king is on the 2nd rank.

95. We will analyse this example for different positions of the black queen:

(a) 1 ... **Qa5** + 2 **Kf1**, and the checks come to an end.

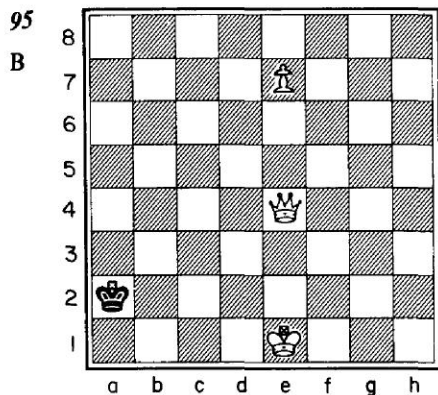
(b) 1 ... **Qa1** + 2 **Kd2**.

(c) 1 ... **Qc1** + 2 **Kf2 Qc5** + 3 **Kf1 Qc1** + 4 **Qe1**, and there are no more checks.

(d) 1 ... **Qg1** + 2 **Kd2 Qg5** + (2 ... **Qh2** + 3 **Kd1! Qg1** + 4 **Qe1**.

Queen and Pawn against Queen

Averbakh, 1962



win for any position of the black queen

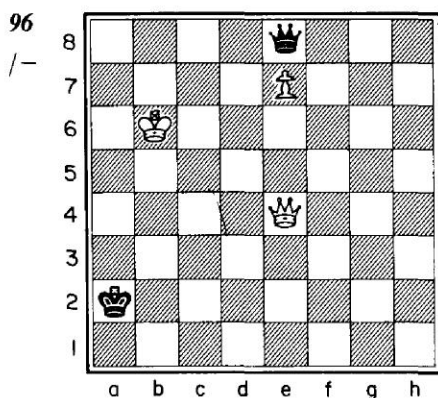
(e) 1 ... Qc3+ 2 Kd1 Qb3+ 3 Qc2+ Ka1
4 e8=Q.

(f) 1 ... Qg3+ 2 Kf1.

Thus with the black king on the 2nd rank White's task is comparatively simple. To win he must reach d1 or f1 with his king.

But can't the king be prevented from reaching the 1st rank?

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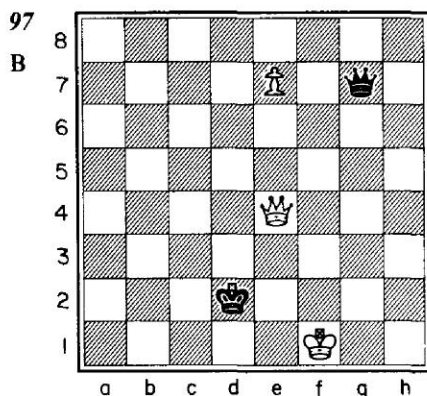
96. 1 ... Qb8+ 2 Kc5 Qc7+ 3 Kd4 Qb6+ 4 Ke5! (it would be a bad blunder to play 4 Kd3 Qb1+!, when, by catching White in the 'star', Black gives perpetual check) 4 ...

Qb2+ (Black intends to attack from below) 5 Kf4 Qf2+ (5 ... Qc1+ 6 Kg3 Qg5+ 7 Kf2 etc.) 6 Kg4 Qg1+ 7 Kh3!

Black has not allowed the opposing king onto the 1st rank, but it has found a new 'quiet refuge'—at h3.

We should also verify whether or not the black king on the 2nd rank can actively prevent the blocking of the checks. We will consider a position where the black king prevents White's from reaching e1.

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can the white king escape from the checks?

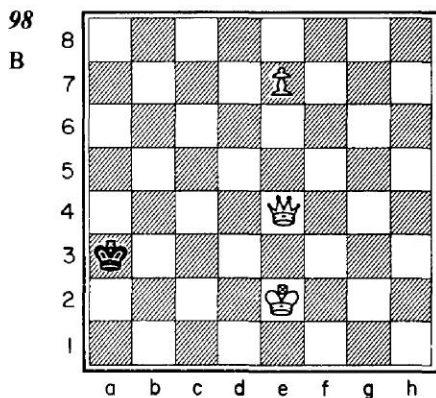
97. 1 ... Qf6+ 2 Kg1 Qa1+ (2 ... Qb6+ 3 Kg2 Qg7+ 4 Kf3 Qc3+! 5 Kg4 Qg7+ 6 Kh5 Qh8+ 7 Kg6 Qg8+ 8 Kf6 Qh8+ 9 Ke6 Qh3+ 10 Kd6 Qa3+ 11 Kd7 Qa7+ 12 Ke6 Qb6+ 13 Kf5 Qc5+ 14 Qe5 Qc8+ 15 Kg5 Qg8+ 16 Kh6, and White wins.

The reader should note that in this position the white king could also have gone to b3 or b5, when in each case it again hides from the checks.

Thus with the opposing king on the 2nd rank it is easier for the white king to hide from the checks.

We will now analyse positions with the black king on the 3rd rank.

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win for any position of the black queen

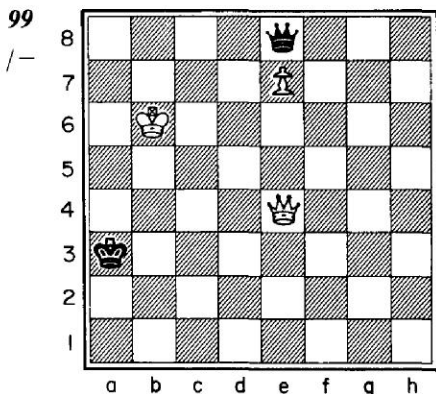
98. 1 ... Qb2+ 2 Ke1 Qc1(c3)+ 3 Kf2! Qb2(d2)+ 4 Qe2, and the checks come to an end.

1 ... Qh2+ 2 Ke1 Qg1(g3)+ 3 Kd2! Qh2(f2)+ 4 Qe2, with the same result.

Thus in position 98 White hides from the checks as in position 95, the only difference being that his king must reach d2 or f2.

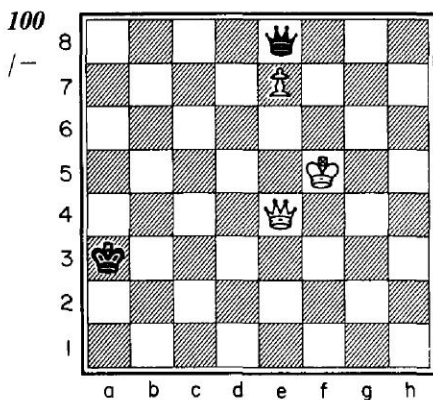
We will test a few positions of the white king, to see whether or not it can always reach the 2nd rank and the desired squares f2 and d2.

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99. 1 ... Qb8+ 2 Kc5 Qc7+ (2 ... Qa7+ 3 Kd6) 3 Kd4 Qb6+ 4 Ke5! (White must be careful; perpetual check by the 'star' results from 4 Kd5 Qb7+, 4 Kc4 Qb4+!, and 4 Kc3 Qb2+) 4 ... Qb2+ 5 Kf4 Qh2+ 6 Ke3 Qh6+ 7 Ke2, and White wins (98).

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100. 1 ... Qh5+ 2 Ke6 (2 Kf4? Qh4+ leads to perpetual check by the 'star') 2 ... Qh3+ 3 Ke5 Qh2+ (3 ... Qh8+ 4 Kd5 Qa8+ 5 Kd4 Qa4+ 6 Ke3) 4 Kd4 Qb2+ 5 Ke3 Qb6+ 6 Ke2 etc.

From the preceding examples it should be clear that, if the black king is on other squares of the 3rd rank, this will allow White new possibilities for hiding his king.

Thus with the white pawn at e7 and the black king on any square inside the a1-a3-h3-h1 rectangle, to win it is sufficient for White to centralize his queen at e4. The only thing that he has to fear in such positions is perpetual check by the 'star'.

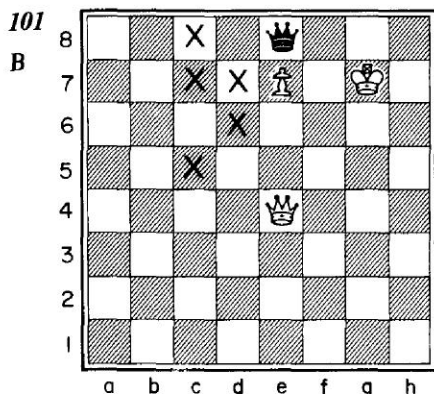
We will now turn to an analysis of examples where the black king is outside this zone.

101. We will first analyse some final positions, which we will subsequently aim for.

We will check various positions of the black king.

Queen and Pawn against Queen

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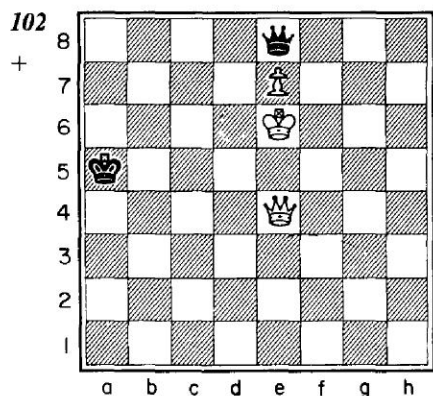
win for any position of the black king, apart from those marked by crosses

At a5 or b5: 1 ... Kb6 2 Qe6+ Kc7 3 Qf7 Kd7 4 Qxe8+ Kxe8 5 Kf6, or 1 ... Qd7 2 Qe5+ and 3 Kf8.

At b6: 1 ... Kc7 2 Qe6 and 3 Qf7 (as in the previous variation), or 1 ... Qd7 2 Qg6+ and 3 Kf8.

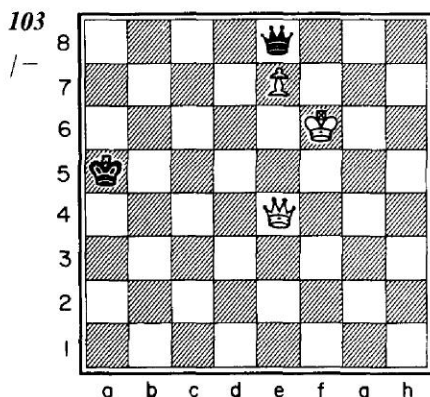
At b8: 1 ... Qd7 2 Qe5+ and 3 Kf8.

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102. 1 Qd5+ Kb4! (other moves lead to the immediate exchange of queens, for example: 1 ... Kb6 2 Qd6+!) 2 Qd4+ Ka3(b3) 3 Qe4!, and we reach a position which has already been studied with the black king on the 2nd or 3rd rank.

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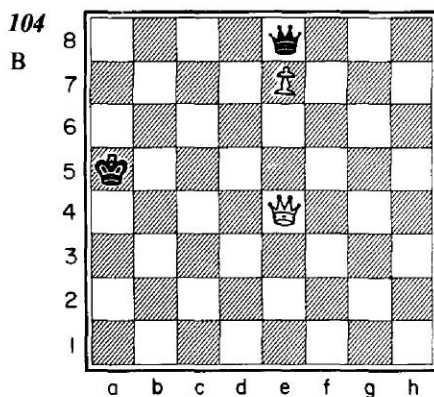


103. Possible continuations are:

1 ... Kb6 2 Kg7 (101).

1 ... Qh8 + 2 Ke6 Qh6+ (regarding 2 ... Qe8, cf. position 102, while on 2 ... Qc8+ there follows 3 Kf7 Qc7 4 Kf6 Qb6+ 5 Qe6) 3 Kd7 Qd2+ 4 Kc8 Qc3+ 5 Kb8 Qb3+ 6 Ka8, and the checks come to an end. Also possible is 4 Kc6 Qh6+ (4 ... Qc1+ 5 Kd6 Qh6+ 6 Qe6) 5 Kc7 Qh2+ (5 ... Qg7 6 Kb8 and 7 Ka8) 6 Kc8 Qh3+ 7 Kd8.

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win for any position of the white king

104.

(a) King at e3: 1 ... Kb6 2 Qe6+ Kc7 3 Kf4 Kb8 (3 ... Qa4+ 4 Kg5 Qb5+ 5 Kh6 Qe8 6 Kg7) 4 Kg5 Kc7 5 Kf6 Qh8+ 6 Kg6 Qe8+ 7 Kg7.

Queen against Queen

The win is roughly the same with the king at e1, d2 or f2.

(b) At e2: 1 ... Qb5+ 2 Ke1! Qe8 3 Qd5+ and 4 Qd8, or 1 ... Kb6 2 Ke3 Kc7 3 Qe6.

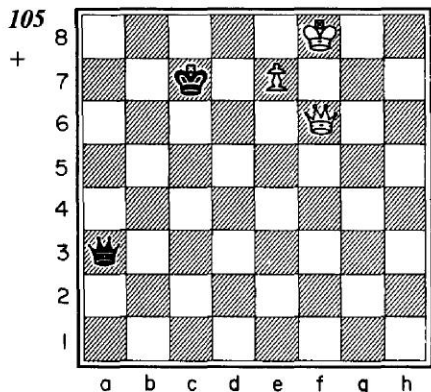
(c) At a3: 1 ... Kb6 2 Qe6+ Kc7 (2 ... Ka7 3 Qd6 Kb7 4 Kb4! Ka7 5 Qc7+ Ka6 6 Qa5+ and 7 Qb5+, exchanging queens) 3 Kb4 Qb8+ 4 Kc4 Qe8 5 Kc3! Qh8+ 6 Kd3 Qe8 (6 ... Qh7+ 7 Ke3) 7 Ke3 Kb8 8 Kf4, and the king reaches g7.

(d) At h3: 1 ... Kb6 2 Qe6+! Kc7 3 Kg4, and the king goes to g7, or 1 ... Qh5+ 2 Kg3 Qg5+ 3 Kf3 Qh5+ (3 ... Qf6+ 4 Kg4 Qg7+ 5 Kf4 Qh6+ 6 Ke5 Qh2+ 7 Ke6 Qh6+ 8 Kd7 Qd2+ 9 Kc8 Qc3+ 10 Kb8 Qg3+ 11 Ka8) 4 Ke3 Qh6+ 5 Kd4 Qb6+ 6 Ke5 Qb2+ 7 Kf5 Qf2+ 8 Kg6 Qg1+ 9 Kf6 Qb6+ 10 Qe6, and the checks finish.

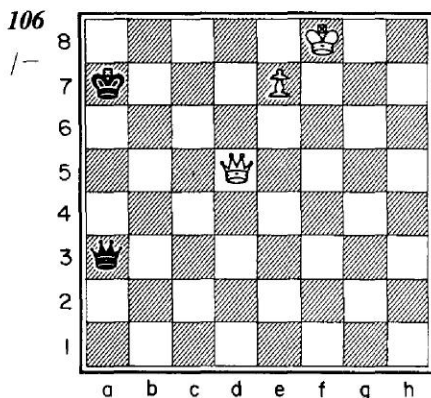
(e) At h7: 1 ... Qf7+ 2 Kh8 Qh5+ 3 Kg7 Qg5+ 4 Kf7 Qh5+ 5 Ke6 Qh6+ 6 Kd7, and the king hides at a8.

(f) At b7: 1 ... Qb5+ (if 1 ... Qd7+ 2 Kb8 Ka6, then 3 Qg6+ and 4 e8=Q, while 1 ... Qf7 is met by 2 Kc8 Qe8+ 3 Kc7 Qf7 4 Qe5+ and 5 Kd8) 2 Kc7 Qc5+ 3 Kd7 Qb5+ 4 Ke6 Qb6+ 5 Kf5 Qf2+ 6 Kg6!, as in the variation with the king at h3.

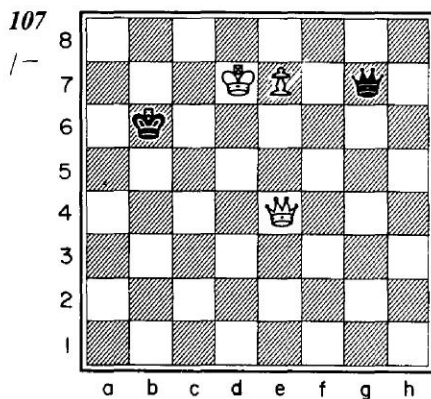
Before analysing the position with the black king at b6, we must make the acquaintance of the following final positions.



105. White's task is very simple: 1 Qe5+ Kd7 (if the king goes to any other square, there follows 2 Kg7 Qa7 3 Kh8) 2 Qd5+ Kc8 3 Kf7 Qa7 4 Qd8+, and wins.

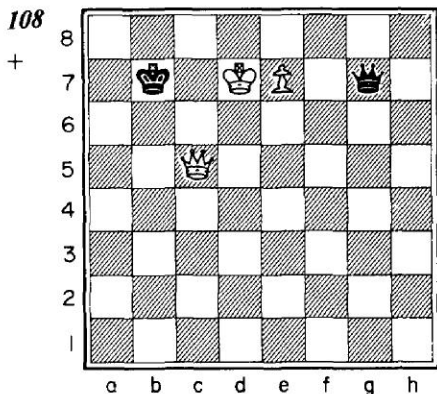


106. 1 ... Qb4 (obviously the only move, since Kf7 was threatened) 2 Kf7 (the king heads for d8, where it hides from the checks) 2 ... Qf4+ 3 Ke6 Qg4+ (3 ... Qe3+ 4 Kd7 Qh3+ 5 Kd8 comes to the same thing) 4 Kd6 Qg6+ 5 Kc7 Qg3+ 6 Kd8 Qh4 7 Kc8! Qxe7 8 Qa5 mate.



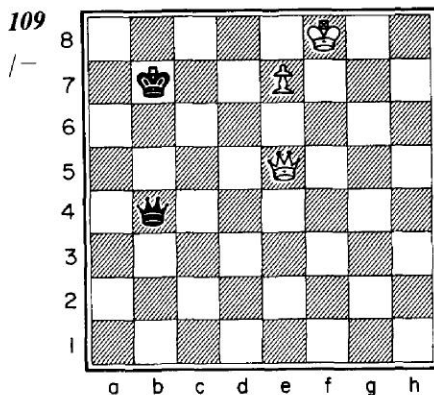
107. White quickly breaks the horizontal pin: 1 ... Kc5(b5, a5) 2 Qh4! Qf7 3 Qg5+ Kb6 4 Kd8 Qh7 5 Qe3+ (5 e8=Q? Qc7 mate) 5 ... Kb7 6 Qb3+, or 1 ... Ka7 2 Qh4 Qf7 3 Qd4+ Kb7 4 Kd8.

Queen and Pawn against Queen



108. 1 Qb4+ Ka8 2 Qe4+ Ka7 3 Qh4! Qf7 4 Qd4+, or 1 ... Ka6 2 Qh4! Qf7 3 Qa4+ Kb7 4 Qc6+ and 5 Kd8.

The winning procedure is considerably more difficult in the following position.



109. The following continuations are possible:

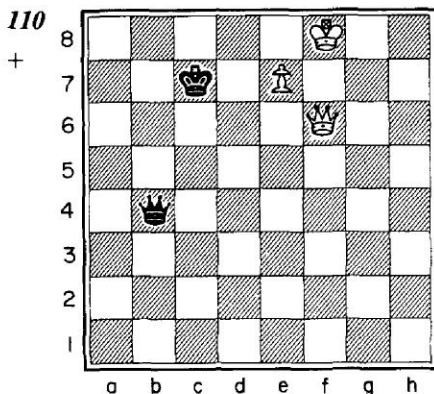
(a) 1 ... Ka8 (1 ... Qa3 2 Kg7) 2 Qc7! Qa3 3 Qd8+ Ka7 (3 ... Kb7 4 Qd5+ and 5 Kf7, as in position 105) 4 Qd4+ Kb8 (4 ... Ka6 5 Qd5!, threatening 6 Qa8+ and 6 Kf7) 5 Qe5+! Kc8 6 Kg7 Qa7 7 Kh8.

(b) 1 ... Ka7 2 Kf7 Qc4+ (2 ... Qb3+ 3 Kg7 Qb7 4 Qe3+ Ka8 5 Qa3+ and 6 Kf8, or 4 ... Kb8 5 Qf4+ Ka7 6 Kf8) 3 Kg7 Qg4+ 4 Kf6 Qf3+ 5 Ke6 Qb3+.

Or 5 ... Qc6+ 6 Qd6 Qc4+ 7 Kd7 Qb5+ 8 Kd8 Qg5 9 Kc8 Qg8+ 10 Qd8, while 5 ... Qh3+ comes to the same thing after 6 Kd6 Qd3+ (6 ... Qh6+ 7 Kd7 Qh3+ 8 Kc7) 7 Kc6 Qg6+ 8 Qd6 Qe4+ 9 Kd7 Qf5+ 10 Kd8 Qg5 11 Kc8.

With the help of these subsidiary positions, it will be easier for us to analyse example 110.

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110. 1 Qe5+ Kb7.

The only move. Black loses after both 1 ... Kc8 2 Kf7, and 1 ... Kd7 2 Qb5+! Now, to win, White must give his opponent the move. This is achieved by:

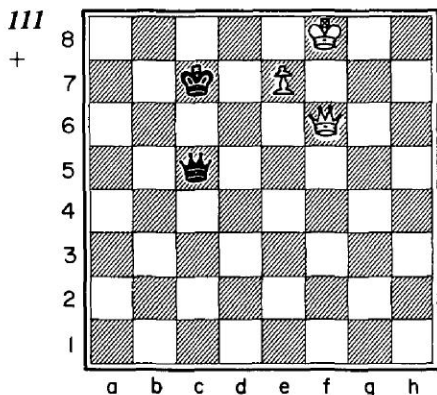
2 Kg7 Qg4+ 3 Kf6 Qf3+.

Or 3 ... Qh4+ 4 Ke6 Qh6+ 5 Qf6 Qe3+ 6 Kf7 Qb3+ 7 Kf8 Qb4 8 Qe5!, continuing as in position 109. If on the 4th or 5th move Black plays ... Qh3+, after Qf5 the king again goes to f8 and the play joins position 109. Finally, after 7 ... Qa3 8 Qf5! Ka7! 9 Qd5! position 106 is reached.

4 Qf5 Qc6+ 5 Kf7 Qc4+ (5 ... Qc7 6 Qe4+ Ka6 7 Qa4+ Kb7 8 Qb4+ and 9 Kf8) 6 Kf8 Qb4 7 Qe5!, and we have obtained position 109.

The most difficult position for White with a diagonal pin is the following.

111. White's task here is to drive the black queen from c5 and the king from c7. This is achieved by subtle manoeuvring:



1 Qf4+ Kd7 2 Qg4+ Kc7 3 Qg3+ Kd7 4 Qh3+ Kc7 5 Qg4!

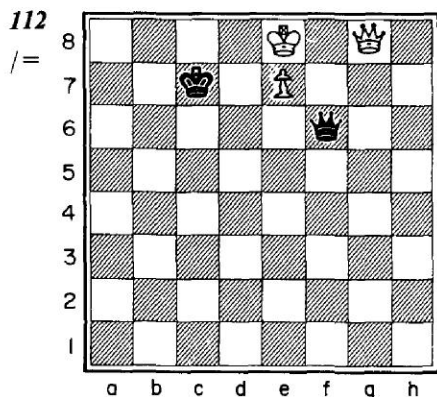
Now the black pieces have to retreat. After 5... Qa3 or 5... Qd6 White wins as already examined. Black has two other possibilities:

(a) **5... Qf2+ 6 Ke8 Qf6** (or 6... Qc5 7 Qf4+ Kc8 8 Kf7, as in variation 'b') **7 Qc4+ Kb6 8 Kd7 Qg7 9 Qe4!**, reaching position 107.

(b) **5... Kb8 6 Qf4+ Kc8** (6... Kb7 7 Kf7 Qd5+ 8 Kg7 Qc6 9 Qf7 Qc3+ 10 Kg8 Qg3+ 11 Kf8 Qd6 12 Qf3+ Ka7 13 Kf7 Qc7 14 Qe3+ Kb7 15 Qd4 and 16 Kf8) **7 Kf7 Qd5+ 8 Kf6 Qc6+ 9 Kg7 Kd7** (if 9... Qc3+, then 10 Kf7! Qb3+ 11 Kf8 Qa3 12 Qf5+ Kc7, and we have position 105) **10 Qf7 Qc3+ 11 Kg8 Qg3+ 12 Kf8**, and after 12... Qa3 or 12... Qd6 we obtain familiar positions

Thus even with Black's king on the 7th rank the diagonal pin does not save him.

Here is another important position.



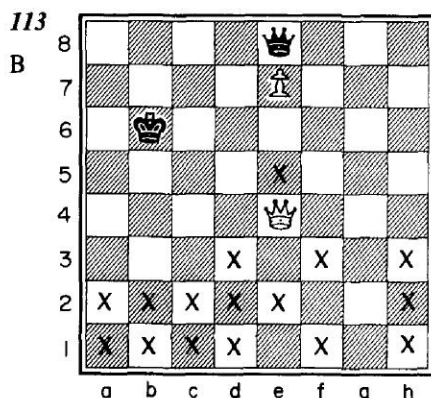
112. As was rightly pointed out by Speelman, Black gives perpetual check: **1 ... Qc6+ 2 Kf7 Qf3+!**

But not **2 ... Qc4+?** **3 Kf8 Qf4+ 4 Qf7 Qh6+ 5 Kg8 Qg5+ 6 Qg7 Qd5+ 7 Kf8 Qf5+ 8 Qf7 Qc5 9 Qf4+**, when White wins (111).

3 Kg7 Qc3+! 4 Kg6 (4 Kf8 Qf6+ 5 Qf7 Qh8+) **4 ... Qg3+ 5 Kh7 Qh3+ 6 Kg7 Qc3+ 7 Kf7 Qf3+!** etc.

Now we have all the data necessary for the analysis of the position with the black king at b6.

Averbakh, 1962



win for any position of the white king, apart from those marked by crosses

113. As usual, we will consider all possible positions of the white king.

At e3: **1 ... Kc7 2 Qe6! Kb8 3 Kf4**, and the king proceeds to g7.

White wins in roughly the same way with his king at e2, f2 or g1.

At g2: **1 ... Qg8+ 2 Kf1 Qf7+ 3 Ke1 Qe8 4 Qe6+ Kc7 5 Kf2**, and the king goes to g7, or **1 ... Kc7 2 Qe6 Qa8+ 3 Kf2! Qe8** (3... Qa7+ 4 Ke2) **4 Kg3**.

At a3: **1 ... Kc7 2 Qe6 Qa8+ 3 Kb4 Qb8+ 4 Kc4 Qe8 5 Kc3 Qh8+ 6 Kd3! Qe8 7 Ke3** etc.

It is the same with the king at c3.

But with the king at d1, d2 or d3, after **1 ...**

Kc7 2 Qe6 comes **2 ... Qd7+**, exchanging queens with a draw.

At **h6: 1 ... Kc7 2 Qe6 Qh8+ 3 Kg6 Qe8+ 4 Kg7**, or **1 ... Qh8+ 2 Qh7! Qe8 3 Qg6+**.

The play is roughly the same with the king at **f6** or **g5**.

At **f5: 1 ... Qh5+ 2 Kf6 Qh8+ 3 Kf7**, or **1 ... Kc7 2 Qe5+ Kd7 3 Qe6+ Kc7 4 Kf6 Qh8+ 5 Kg6 Qe8+ 6 Kg7** etc.

With the king at **d4** there are three possibilities:

(a) **1 ... Qd7+ 2 Kc3 Qc8+ 3 Kb3 Qg8+ 4 Kb4 Qe8 5 Qe6+ Kc7 6 Kc3!** etc.

(b) **1 ... Qa4+ 2 Ke5 Qb5+ 3 Kf6 Qb2+ 4 Qe5 Qf2+ 5 Qf5 Qd4+ 6 Kf7**.

(c) **1 ... Kc7** (this gives White the most difficulty) **2 Qe6! Qa4+ 3 Ke5 Qa5+ 4 Kf6 Qc3+ 5 Kf7 Qf3+ 6 Qf6 Qd5+ 7 Kf8 Qc5**, and we have reached position 111, where White wins.

Now it is important to establish whether or not White can always hide his king. Let us check the position at **h3**.

Now **1 ... Qh5+** loses to **2 Kg3 Qg5+ 3 Kf3 Qh5+ 4 Ke3 Qh6+ 5 Kd4 Qd2+ 6 Ke5 Qg5+ 7 Ke6 Qh6+ 8 Kf7**, when there are no more checks.

But Black has a stronger defence: **1 ... Kc7**, and only on **2 Qe6—2 ... Qh5+**, when analysis shows that the white king can no longer hide from the checks.

3 Kg3 Qg5+ 4 Kf3 Qh5+! 5 Ke3 Qg5+ 6 Kd3 Qg3+!

The only move. Defeat follows after **6 ... Qb5+ 7 Kd4 Qb2+ 8 Ke3! Qc1+ 9 Kf3 Qh1+ 10 Kg4 Qg2+ 11 Kh5 Qh2+ 12 Kg6 Qg3+ 13 Kf7 Qf3+ 14 Qf6 Qh5+ 15 Kf8**, when the checks are at an end, and Black is forced to go for the diagonal pin (111).

7 Ke4 Qh4+! 8 Kf5 Qh5+ 9 Kf6 Qh6+ 10 Kf7 Qh7+ 11 Kf8 Qh8+ 12 Qg8 Qf6+ 13 Ke8, and we obtain position 112, where Black gains a draw by perpetual check.

Thanks to the fact that, by checking on the h-file Black is able to prevent White from carrying out his basic winning plan, he is also able to draw for the other positions of the

white king marked by crosses in the diagram.

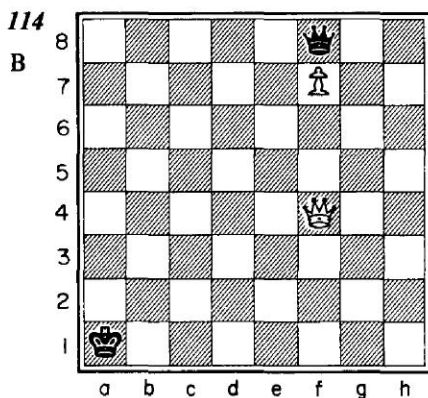
For example, with the king at **f1: 1 ... Kc7 2 Qe6 Qb5+ 3 Kf2 Qc5+! 4 Kf3 Qh5+!** etc.

The analysis of positions with a central pawn on the 7th rank allows us to conclude that the stronger side normally wins by placing his queen in the centre and hiding his king on 'safe' squares. Only when the weaker side's king is close to the pawn do isolated drawing positions become possible.

2.22 Bishop's pawn

With a bishop's pawn it is perfectly natural that we should attempt to carry out the same winning plan as for a central pawn, namely: place the queen behind the pawn and take the king to a 'shelter', exploiting the opposing king as a defence against checks.

As an example we will analyse position 114.



114. It is obtained from position 85 by moving all the pieces, except the black king, one file to the right. As in positions with a central pawn, here too there are placings for White's king which ensure an immediate win.

At **h7: 1 ... Qe7** (otherwise **2 Qf6** and **3 Qg7**) **2 Kg6 Qf8 3 Qf6+**, **4 Kh7** and **5 Qg7**.

The play is the same with the king at **g6**.

At **d7: 1 ... Qg7 2 Ke8 Qg6 3 Ke7 Qh7 (3 ... Qg7 4 Qf6+)** **4 Qg4** and **5 Ke8**. Here

White wins even without exploiting the position of the black king.

At **b3**: there is no defence against the mate.

At **f1**: there is no defence against the penetration of the queen to e8 or g8, after which a new queen is obtained.

The positions with the king at **e2** and **g2** are similar.

At **b5**: there is no defence against **2 Qa4+** and **3 Qb4+**, exchanging queens.

At **f6**: **1 ... Qd8 + 2 Kg7 Qd7 3 Qc1 + Ka2 4 Qc4+** and **5 Kg8**.

In all these cases White has a simple task.

We will now examine positions where, to escape from the checks, the king has to 'travel' a long way.

Suppose that the king is at **f2**: **1 ... Qc5+**.

Black is obliged to commence his 'cannonade', since he is threatened with **Kf1** followed by the transfer of the queen to e8 or g8. In position 85 White won by taking his king up to the pawn. Close to the pawn, under the cover of the queen, the king hid from the checks, and the pawn quickly queened. Here we will try carrying out a similar manoeuvre.

2 Kg3! Qc3+.

The most tenacious defence. **2 ... Qg1 + 3 Kh4 Qh1 + 4 Kg5 Qg2+ 5 Qg4** leads to a similar finish as in the main line, but more quickly.

3 Qf3!

The immediate attempt to break through to the pawn does not achieve anything. For example: **3 Kg4 Qg7+ 4 Kh5 Qh7+ 5 Kg5 Qg7+**, or **4 Kf3 Qc3+ 5 Ke4 Qc4+ 6 Ke5 Qc7+** etc.

3 ... Qg7+ 4 Kh4 Qh6+.

After **4 ... Qd4+ 5 Kh5! Qc5+ 6 Kh6** Black is again forced, in the end, to switch to the horizontal pin, for example:

(a) **6 ... Qd6+ 7 Kg7 Qd7,**

(b) **6 ... Qb6+ 7 Kh7! Qc7! (7 ... Qb1+ loses quickly to 8 Kh8 Qb2+ 9 Kg8 Qa2 10 Qd1+ and 11 Qd2+),** or

(c) **6 ... Qc1+ 7 Kh7 Qc2+ 8 Kg7 Qc7 (8 ... Qb2+ 9 Kg8 Qa2 10 Qd1+) 9 Qa3+ Kb1 10 Qd3+ and 11 Kg8,** and wins.

5 Qh5! Qf4+ 6 Kh3 Qf1+ 7 Kg4 Qd1+ 8 Kg5 Qd2+ 9 Kg6 Qd6+ 10 Kh7 Qd3+ 11 Qg6 Qh3+ 12 Kg7 Qd7.

Thus White has hidden from the checks. But, in contrast to position 85 with a central pawn, he cannot immediately queen his pawn, since Black is exploiting his last chance—the horizontal or diagonal pin.

However, as we will show later, White can also overcome this barrier.

If the king is at **g1**, it again has to use 'cunning' in order to reach g7.

1 ... Qc5+ 2 Kf1!

The only move to win. After **2 Kg2 Qc2+! 3 Kg3 Qg6+! 4 Kh4 Qh7+ 5 Kg5 Qg7+ 6 Kh5 Qh7+** the king cannot escape the pursuit.

2 ... Qb5+ 3 Kg2! Qc6+ (3 ... Qb2+ is met by 4 Qf2 Qg7+ 5 Kf1, and 3 ... Qe2+ by 4 Kg1) 4 Qf3!, and play joins the continuation with the king at f2.

Analysis shows that, in positions with the queen at f4, the king succeeds in reaching g7 only if after Kg3 there is no queen check at g6. It is worth noting that, from this point of view, the position of the queen at f3 or f5 may prove more favourable, since then the king can always reach g7.

To avoid repeating our analysis for the central pawn, we will consider only those positions where the king is already hidden behind the pawn, and we will endeavour to decide how the pawn can be advanced for different positions of the opposing king. The maximum that Black can achieve in this case is the diagonal pin, and therefore the analysis of positions with a diagonal pin is of great interest*.

115. It is curious that in this position, with the queen at a2, White wins immediately, irrespective of where the opposing king is.

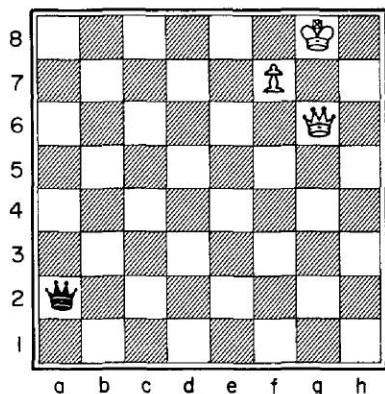
(a) Black king between **a1** and **e1**: **1 Qg1+** and **2 Qg2+.**

(b) At **b2, d2** or **e2**: **1 Qg2+.**

* Here and subsequently we give the analysis of candidate master P. Stepushin-Malishev.

115

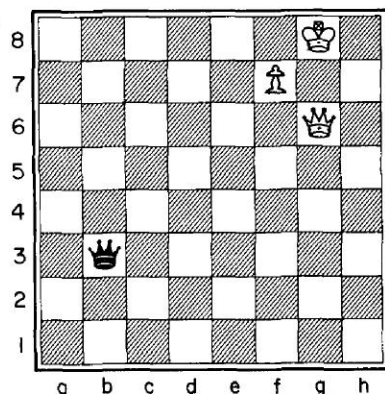
W



- (c) At f1, f2, f3 or f4: 1 Kg7 Qa7 2 Qf6+ and 3 Kh8.
 (d) At h1, h2, h3 or h4: 1 Qg7 and 2 Kh8.
 (e) At a3 or a4: 1 Qa6+.
 (f) At b4: 1 Qc6!, and Black is in zugzwang.
 (g) At a5, b5 or c5: 1 Kg7 Qb2+ 2 Kh6 Qh8+ 3 Kg5 Qd8+ 4 Qf6 Qf8 (4... Qd2+ 5 Kg6) 5 Kg6.
 (h) At e5: 1 Kg7 Qa7 2 Kh6.
 (i) At d4 or e3: 1 Kg7 or 1 Kh7 respectively, and if 1... Qa7 2 Qg1+.

116

W



116. Here too we will consider positions of the black king inside the a1-a5-h5-h1 rectangle.

At a1, c1: 1 Qg1+ Kb2 2 Qf2+ Ka1(c1) 3 Qf1+ Kb2 4 Kh7! Qc2+ 5 Kh6 Qh2+ 6 Kg5 Qg3+ 7 Kh5 Qe5+ 8 Kh4, or 2... Ka3 3

Kg7!, and the king finds a shelter—in the first case at g1, and in the second at g2.

At a2 or a3: 1 Qa6+ Kb2 2 Qe2+ Ka3 (2... Ka1 3 Qf1+ Kb2 4 Kg7 etc.) 3 Qf2! (the king threatens to make for g2) 3... Qd5 4 Qf4! (the king again threatens to find a shelter, for example: 4... Qb3 5 Kg7 Qc3+ 6 Kg6 Qc6+ 7 Kh5 Qd5+ 8 Kh4 Qh1+ 9 Kg4, or 7... Qc5+ 8 Kg4 Qc8+ 9 Kg3 Qf8 10 Kf2 and 11 Kf1) 4... Ka2 5 Kg7 Qb7 (5... Qd7 6 Qc4+ and 7 Kg8) 6 Qf2+. Up till now the king has been unable to come out due to the absence of a shelter, but this move creates one. In the event of 6... Ka3 the way is open for the king to g2, and after 6... Ka1 7 Qf1+—to g1.

With the king at f4 White wins by 1 Qf6+ Kg4 2 Kh7.

Since with the black king at a5, b5, c5, e5, h1, h2, h3 or h4 White wins as in position 115, while with the king at d4 he has 1 Qf6+ Ke4 (1... Ke3 2 Kh8) 2 Kg7 Qb7 3 Kg6, it only remains for us to examine those positions where it actively hinders the implementation of White's plan.

For example, with the king at d1:

1 Qg1+ Ke2! 2 Qg2+ Ke1! 3 Qe4+ Kd1 4 Qf4!, and now:

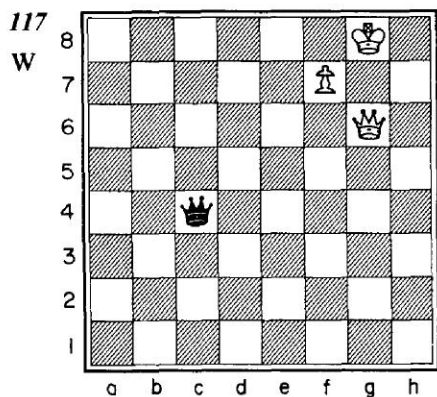
(a) 4... Ke2 5 Kg7 Qb7 6 Kf6 Qc6+ 7 Kg5 Qc5+ (7... Qd5+ 8 Qf5 Qd8+ 9 Kh5 Qf8 comes to the same thing) 8 Kh4 Qe7+ 9 Kg3 Qa3+ 10 Kg4 Qf8 11 Qf5 Qb4+ (11... Ke1 12 Kh5 is no different) 12 Kh5 Qf8 13 Qe5+ Kd1 (if the king goes onto the f-file, there follows 14 Kg6 and 15 Qf6) 14 Qf4 Qc5+ (otherwise 15 Kg6) 15 Kh4 Qf8 (15... Qe7+ 16 Kg3 Qe1+ 17 Kg2 Qe2+ 18 Kg1) 16 Kg3 Ke2 17 Qf3+ Kd2 18 Kf2 Qc5+ 19 Kf1 Qb5+ 20 Kg1 Qb1+ 21 Qf1, and wins.

(b) 4... Ke1 5 Kg7 Qb7 6 Kg6 Qc6+ 7 Kg5 Qd5+ 8 Kh4 Qd8+ 9 Kh3 Qc8+ (9... Qd7+ 10 Kh2) 10 Qg4 Qf8 (10... Qc5 11 Qe4+ Kd1 12 Qf3+ and 13 f8=Q) 11 Qf5 Ke2 (11... Qh6+ 12 Kg4 Qg7+ 13 Kh5 Qh8+ 14 Kg6) 12 Kg4 Qb4+ 13 Kh5 Qf8 14 Qe5+ Kd1 15 Qf4, joining the previous variation.

Queen against Queen

Thus the black king is unable to hinder the implementation of the winning plan.

The position with the black queen at **d5** is essentially no different from the one just examined, and therefore it remains for us to analyse one more position, with the queen at **c4**.



117. With the black king at **a1** or **b2** White wins by **1 Kg7 Qc7 2 Qg1+** (or **2 Qg2+**), as in the previous example.

At **c1** or **d2**: **1 Kh7 Qc7 2 Qg1+** (or **2 Qg2+**) etc.

At **a2**: **1 Qf5 Ka3(b3) 2 Qf3+ Ka2** (if **2 ... Ka4**, the king goes to **g3**) **3 Kg7**, and the king makes for **g1**.

At **a3** or **e3**: **1 Qg2 K~ 2 Qf3**, after which the way for the king is open.

At **d1**: **1 Qg2**, and now:

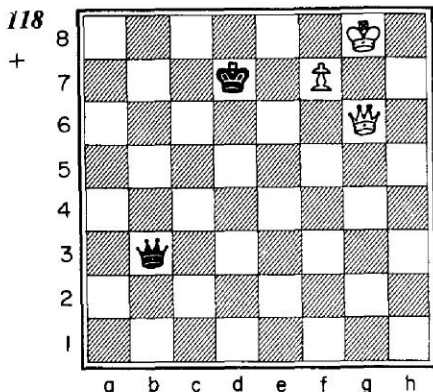
(a) **1 ... Kc1 2 Qf3! Qe6** (after **2 ... Kd2 3 Kh7** the king goes to **g1**) **3 Qf4**, and White wins as with the queen at **b3** (116).

(b) **1 ... Kc1 2 Qf3 Kb1 3 Kg7 Qd4+ 4 Qf6 Qd7 5 Qf1+**, and the king goes to **g1**.

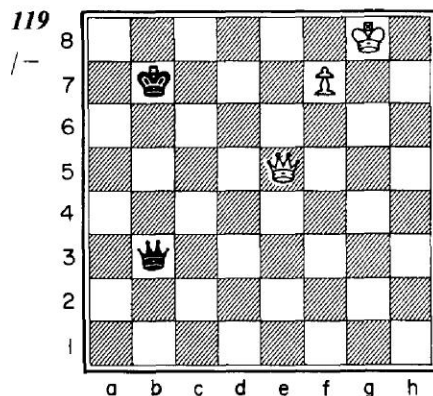
At **e2**: **1 Qf5 Ke3** (**1 ... Kc1 2 Qf3**) **2 Kh7 Qc7** (**2 ... Qh4+ 3 Kg6**) **3 Kg6 Qc6+** (**3 ... Qd6+ 4 Qf6 Qd3+ 5 Kh6**) **4 Kg5 Qg2+ 5 Kf6**, and White wins.

We will now analyse positions with the black king inside the **a7–a8–d8–d7** rectangle.

118. Here the win is simple: **1 Qf5+ Kd6**



(**1 ... Kc7 2 Qe5+** and **3 Kg7**) **2 Kh7 Qb7 3 Qf6+ Kc5 4 Kg6**.



119. Black has the following possibilities;

(a) **1 ... Qc4(a2) 2 Kg7! Qg4+ 3 Kf6 Qh4+** (**3 ... Qf3+ 4 Ke7 Qa3+ 5 Qd6 Qe3+ 6 Kd8**) **4 Ke6 Qg4+ 5 Ke7 Qb4(h4)+ 6 Ke8 Qa4+ 7 Kd8! Qa8+ 8 Ke7 Qa3+ 9 Qd6! Qe3+ 10 Kd8**.

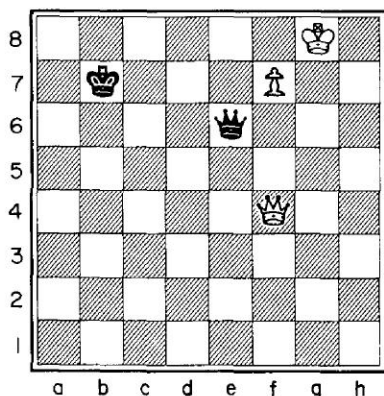
(b) **1 ... Ka7(a8) 2 Kg7 Qb7 3 Qe2! Qd7. 3 ... Kb8** loses more quickly to **4 Qh2+ Ka8** (**4 ... Kc8 5 Qh8+**) **5 Qa2+** and **6 Kg8. 4 Qc4! Qb7** (**4 ... Qe7 5 Qd5! Qc7 6 Qa2+ Kb8 7 Qb3+ and 8 Kg8**) **5 Qa2+ Kb8 6 Kg8**, and White wins.

120. 1 Kg7 Qe7 (**1 ... Qd7 2 Qe4+** and **3 Kg8**) **2 Qf5 Qc7 3 Qf3+ Ka7** (**3 ... Kc8 4 Qa8+**) **4 Qa3+ Kb8 5 Qb3+** and **6 Kg8**.

Queen and Pawn against Queen

120

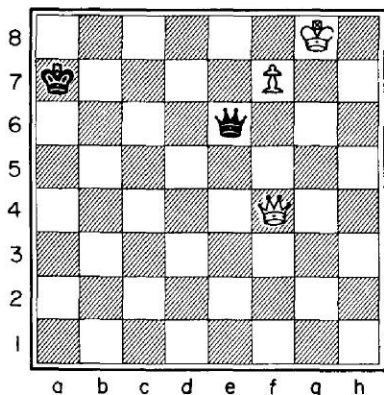
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White has a similar win if the black king is at a7.

121

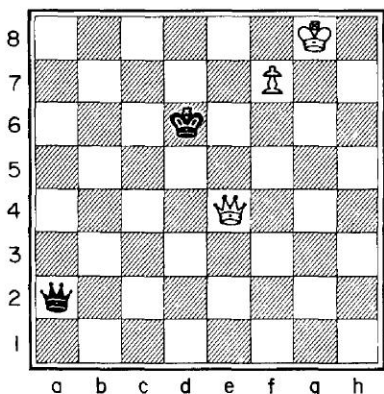
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121. 1 Kg7 Qd7 (1 ... Qe7 2 Qd4+ Kb8 3 Qd5 Qc7 4 Qb3+ and 5 Kg8) **2 Qe4 Qc7** 3 Qa4+ Kb8 4 Qb3+ and 5 Kg8.

122

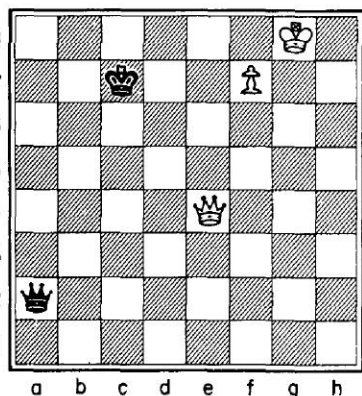
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122. 1 Kg7 Qa7 (or 1 ... Qb2+ 2 Kg6 Qf2 3 f8=Q+ Qxf8 4 Qb4+) **2 Qg6+ Ke5** 3 Qg3+ Kf5 (3 ... Ke4 4 Qg2+ and 5 Kg8) **4 Qf2+!** Qxf2 **5 f8=Q+**, and White wins.

123

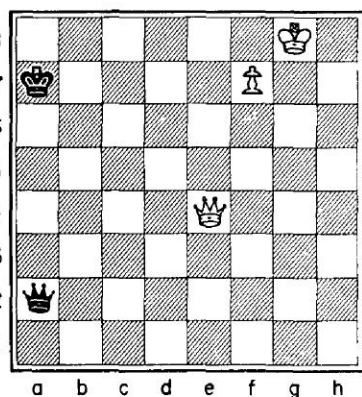
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123. White immediately breaks the pin by bringing out his king: **1 Kg7 Qb2+** (if 1 ... Qa1+, then not **2 Kh7 Qf6!** 3 Qc4+ Kd8, but again **2 Kg6 Qg1+ 3 Kf5!**) **2 Kg6 Qb6+ 3 Kf5.**

124

/-

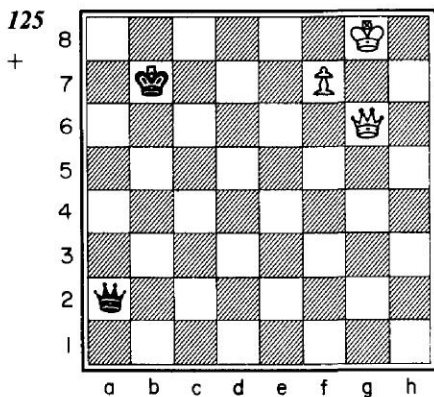


124. Two continuations are possible:
(a) **1 ... Qb3 2 Qd4+**, when **2 ... Ka8 3 Qa1+ Kb7 4 Qe5!** leads to position 119, while **2 ... Ka6** is met by **3 Kg7 Qg3+ 4 Kf6 Qf3+ 5 Ke7 Qb7+** (5 ... Qe2+ 6 Kd8) **6 Qd7!**
(b) **1 ... Kb8 2 Kg7 Qb2+ 3 Kg6! Qb6+ 4 Kf5.**

Queen against Queen

We can now examine the following important position.

Stepushin-Malishev, 1962



125. 1 Qe4+ Ka7.

The best. On 1 ... Kc8 White wins by 2 Kg7 Qb2+ (2 ... Qa1+ 3 Kh7) 3 Kg6 Qb6+ 4 Kh7, while 1 ... Kc7(b8) leads to position 123. The position arising after 1 ... Ka7 differs from position 124 only in that it is White to move, but the winning procedure here is much more complicated.

2 Qc6 (also possible is 2 Kg7 Qb2+ 3 Kg6 Qb6+ 4 Kh7 Qc5!—126) **2 ... Kb8.**

On 2 ... Qb3 White wins by 3 Qc5+ Ka8 (3 ... Ka6 4 Qd6+ Ka7 5 Qd4+ Ka6 6 Kg7 Qg3+ 7 Kf6 Qf3+ 8 Ke7 Qb7+ 9 Qd7) 4 Qa5+ Kb7 5 Qe5! (119).

3 Qf3! Kc7.

Or:

(a) 3 ... Qe6 4 Qf4+ Ka7 5 Kg7 Qd7 6 Qe4 Qc7 7 Qa4+ Kb8 8 Qb3+ and 9 Kg8.

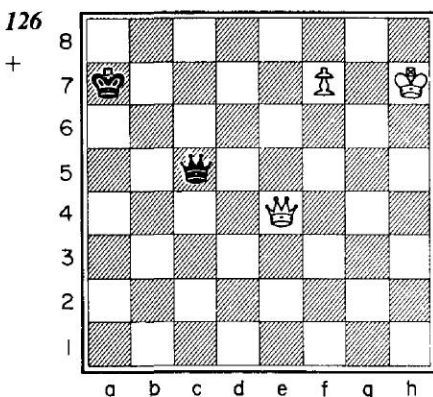
(b) 3 ... Qc4 4 Kg7 Qd4+ 5 Kh7 Qd7 6 Kg8 Qe6 7 Qf4+, joining the previous variation.

(c) 3 ... Ka7 4 Qe4+, transposing into position 124.

4 Kg7.

Here White appears to win by 4 Qe4 Kd7 5 Kg7 Qb2+ 6 Kg6 Qb6+ 7 Kh7, but after 7 ... Qb8!! he has no useful move. Therefore he must immediately bring his king out into the 'open sea'.

4 ... Qb2+ (4 ... Qa1+ 5 Kg6 is no different) **5 Kg6 Qb6+ 6 Kh5 Qc5+ 7 Kg4! Qf8 8 Qf5! Qb4+** (8 ... Qg7+ 9 Kh5 Qh8+ 10 Kg6 Qf8 11 Qf6, or 8 ... Kd8 9 Kh5 Ke7 10 Kg6) **9 Kh5 Qf8 10 Qf4+** and **11 Kg6**, winning.

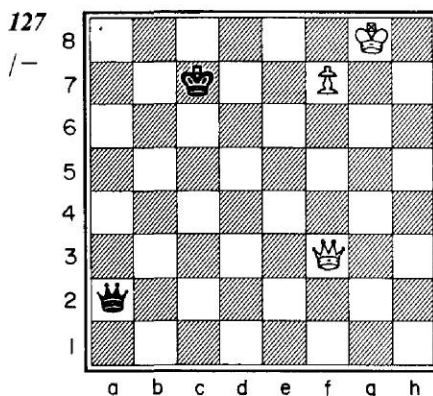


126. White cannot immediately queen his pawn. He wins by **1 Qf3!**, and now:

(a) **1 ... Qc2+ 2 Kg7 Qb2+** (2 ... Qc7 3 Qa3+, 4 Qb3+ and 5 Kg8) **3 Kg8 Qa2 4 Qe4!** (124).

(b) **1 ... Qe7 2 Qf4! Qb7** (or 2 ... Qd7 3 Kg7 Qe7 4 Qd4+ Kb8 5 Qd5! Qc7 6 Qb3+ and 7 Kg8) **3 Qf2+ Kb8** (3 ... Ka8 4 Qa2+ and 5 Kg8) **4 Kg8 Qb3 5 Qf4+ Ka8 6 Qe4+ Ka7 7 Qd4+! Ka8 8 Qa1+ Kb7 9 Qe5!**, reaching position 119.

The following position is also of interest.



Queen and Pawn against Queen

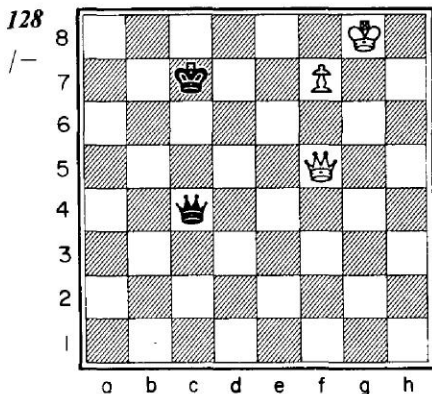
127. 1 ... Qe6 2 Qf4+ leads to positions already examined.

1 ... Qc4 allows the king to come out: 2 Kh7 Qc2+ (2 ... Qh4+ 3 Kg6) 3 Kg7 Qb2+ 4 Kg6 Qb6+ 5 Kh5 Qc5+ 6 Kg4! Qf8 7 Qf5!, and White wins as in the finish to position 125.

1 ... Kd7 is met by 2 Qe4! Kc7 3 Kg7 (3 ... Qb2+ 4 Kg6 Qb6+ 5 Kf5).

After 1 ... Kd6 or 1 ... Kd8 White concludes matters by 2 Qa3+! or 2 Qa8+! respectively, followed by 3 f8=Q+.

Now let us analyse the position with the black queen at c4.



128. The following continuations are possible:

(a) 1 ... Kb6 2 Kg7 Qc7 3 Qf3! Qd7 (3 ... Qe5+ 4 Kg6 or 3 ... Qe7 4 Qd5 Qc7 5 Qb3+ and 6 Kg8) 4 Qe4! Qc7 5 Qb4+ Ka7 6 Qa4+ Kb8 7 Qb3+ and 8 Kg8.

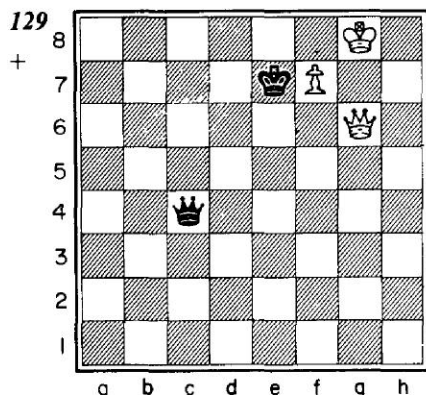
(b) 1 ... Kd8 2 Kg7 Qc7 3 Qd3+ and 4 Kg8.

(c) 1 ... Kb7 2 Qf3+ Ka7 3 Kh7 Qc2+ 4 Kg7 Qb2+ 5 Kg8 Qa2 6 Qe4, and we obtain position 124.

It should be noted that 2 ... Kc7 leads to position 127 after 1 ... Qc4, where 2 Kh7 wins; on 2 ... Kb8 there follows 3 Kg7 Qd4+ (3 ... Qc7 4 Qb3+ and 5 Kg8) 4 Kh7 Qd7 5 Kg8 Qe6 6 Qf4+ and wins (120, 121); in the event of 2 ... Ka6(b6) White wins by 3 Kg7 Qc7 4 Qa3+, 5 Qb3+ and 6 Kg8.

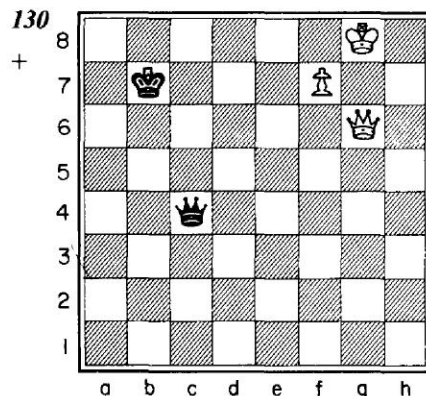
(d) 1 ... Qb3 is met by 2 Kh7, and 1 ... Qa2 by 2 Qf3!, leading to position 127.

On the basis of the preceding analysis it is not difficult to find the win in position 129.



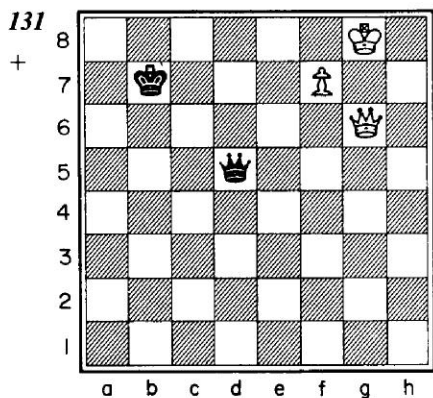
129. 1 Qg5+ Kd7 2 Qf5+ Kc7 (2 ... Ke7 3 Qc5+!) 3 Qf3, and the rest is familiar.

Pospisil, 1955



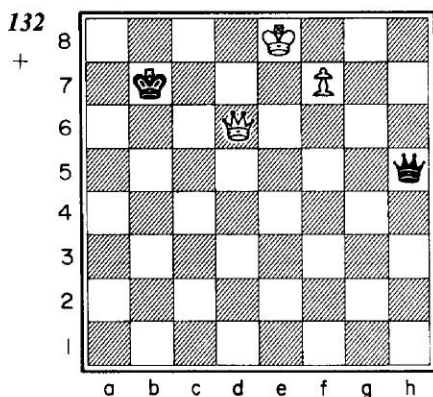
130. This position is also easily reduced to previous ones: 1 Qg2+ Ka7 (1 ... Kc7 2 Qf3! Kd7 3 Kg7 Qd4+ 4 Kh7! Qh4+ 5 Kg6, or 1 ... Kb8 2 Qf3 Kc7 3 Kh7 etc.—127) 2 Qf2+ Kb7 3 Qf3+, and all Black's replies lead to positions that have already been studied.

Pospisil, 1955



131. This is also an intermediate position. After 1 **Kh7 Qf3!** (worse is 1 ... Qc5 2 Qe4+, position 126, or 1 ... Qh1+ 2 Kg7 Qa1+ 3 Kg8 Qa2 4 Qe4+, when we obtain position 125) 2 **Kg7 Qc3+** 3 **Kg8 Qc4** (3 ... Qb3 4 Qe4+ has already been considered) we obtain the previous position, where 4 **Qg2+** wins.

Pospisil, 1955



132. White wins most simply by transposing into positions already studied with a diagonal pin. For example:

1 **Ke7 Qh4+** 2 **Qf6 Qe4+** 3 **Kd6 Qc6+** 4 **Ke5 Qc3+** 5 **Kf5 Qd3+** 6 **Kg5 Qg3+** 7 **Kh6**

Qh3+ 8 **Kg7 Qg4+** 9 **Qg6 Qd4+** 10 **Kh7 Qh4+** 11 **Kg8 Qc4**, and we obtain position 130, where 12 **Qg2+** wins.

Thus, in positions with a bishop's pawn on the 7th rank, placing the queen behind the pawn (at f4) does not always guarantee a win, since in certain cases there is a possibility of perpetual check.

With the queen at f5 the white king normally succeeds in hiding behind the pawn, after which Black is obliged to go in for a diagonal pin.

Analysis shows that, in the majority of cases, irrespective of where the opponent's king is, the stronger side succeeds in breaking the pin and queening his pawn.

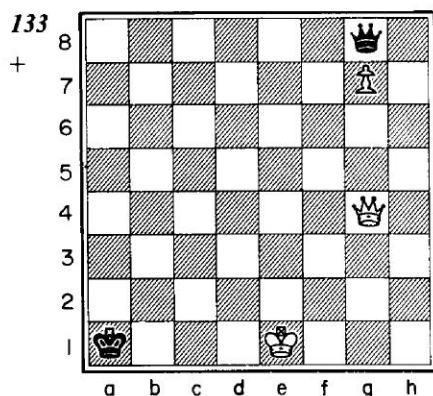
2.23 Knight's pawn

2.231 Pawn on the 7th rank

As in the previous sections, we will begin our analysis with the position where the black king is in the corner at a1.

With a knight's pawn, as we will see below, placing the queen behind the pawn does not guarantee a win. Success is achieved only for certain favourable positions of the king.

Here is a typical position.



133. White wins by hiding his king at g1 and then transferring his queen to f8 or h8.

1 **Kf1 Qf7+** 2 **Kg1 Qa7+** 3 **Kh1 Qa8+** 4 **Qg2 Qg8** 5 **Kg1 Kb1** 6 **Qf1+** 7 **Kb2** 7 **Qf8**.

Queen and Pawn against Queen

Having the move does not help Black: after **1 ... Qe8 + 2 Kf2 Qf7 + 3 Kgl** White transposes into the previous variation. But after the queen check another win is also possible, by hiding from the checks on the opposite wing: **2 Kd2 Qd8 +** (2 ... Qg8 3 Kc3, and the exchange of queens is unavoidable) **3 Kc2 Qc7 + 4 Kd3!**, and if **4 ... Qd8 + 5 Qd4 +**.

But what would have happened if, in reply to **1 ... Qe8 +**, White had unthinkingly played **2 Kf1**, allowing the black queen to break out by **2 ... Qb5 +**? Then the attempt to find a shelter beside the queen is no longer successful. For example: **3 Kf2 Qc5 + 4 Kg2 Qc6 + 5 Kg3 Qd6 + 6 Kh4 Qh6 + 7 Kg3 Qd6 +** etc. These checks within the c1–c6–h6–h1 square are one of Black's main defensive resources.

To avoid the queen's pursuit, the white king has to go towards the pawn. Correct is:

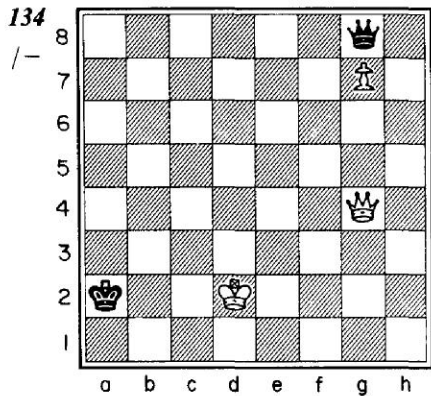
4 Kf3 Qc3 + 5 Ke4! (5 Kf4 is a mistake, allowing Black to carry out his main threat of the 'semi-star': **5 ... Qd4 +!** 6 Kf5 Qd7 + 7 Kf4 Qd4 + 8 Kf3 Qd1 + 9 Kg3 Qd3 + 10 Kh4 Qh7 +, or 10 Kh2 Qh7 + 11 Kg1 Qb1 +, and against the perpetual check there is no defence) **5 ... Qc4 + 6 Kf5 Qf7 + 7 Ke5 Qe7 + 8 Kd5 Qf7 + 9 Kd6 Qf6 + 10 Kf7 Qf7 + 11 Kd8 Qd5 + 12 Ke7 Qe5 + 13 Kf7 Qd5 + 14 Kg6 Qd6 + 15 Kh5 Qe5 + 16 Qg5 Qe2 + 17 Kh6 Qe6 + 18 Kh7 Qh3 + 19 Qh6 Qd3 + 20 Kh8 Qd4.**

With great difficulty White's king has finally managed to escape from the pursuit, but, as we will learn later, this does not bring him success, due to the favourable position of the opposing queen.

As with the other pawns, here the position of the black king on the 2nd rank is also favourable to White.

134. The black queen can begin a series of checks, but by accurate manoeuvring the king quickly finds a shelter: **1 ... Qd5 + 2 Ke1 Qh1 +** (if **2 ... Qa5 + 3 Kf1**, and on **3 ... Qb5 + 4 Qe2 +**) **3 Kf2 Qh2 + 4 Qg2.**

Thanks to this 'ambush' White immediately decides the game in his favour,



although **4 Kf3** was also possible, with the same result.

Had the black king been at **a1**, after **1 ... Qd5 + 2 Ke1 Qe5 + 3 Kf2 Qc5 + 4 Kg3 Qd6 +**, as in the previous example, the white king would have been unable to find a shelter beside its queen and would have had to head for the protection of the pawn.

The same would happen if on **1 ... Qd5 +** White were to make the incautious reply **2 Ke2**. Then after **2 ... Qb5 +** his king would have to embark on a lengthy journey: **3 Ke3 Qb3 +** (note that **3 ... Qe5 + 4 Kd3 Qd5 + 5 Qd4!** allows White to improve the position of his queen, after which he wins, as we will see later) **4 Kf4 Qc4 + 5 Kg5 Qd5 + 6 Kh6 Qd2 + 7 Qg5 Qh2 + 8 Qh5 Qd6 + 9 Kh7 Qd3 + 10 Kh8 Qd4.**

If in position 134 White's king is at **c1**, he again wins. For example: **1 ... Ka3.**

There is no other sensible move, but now the white king acquires great freedom, and quickly reaches the desired shelter.

2 Kd2 Qa2 + 3 Ke1 Qb1 + 4 Kf2 Qb2 + (if **4 ... Qc2 +**, then **5 Kg3 Qc7 + 6 Kh3**, while **4 ... Qb6 +** is met by **5 Kg2! Qb2 + 6 Kh3**) **5 Kg3 Qb8 + 6 Qf4 Qg8 7 Qf8 +.**

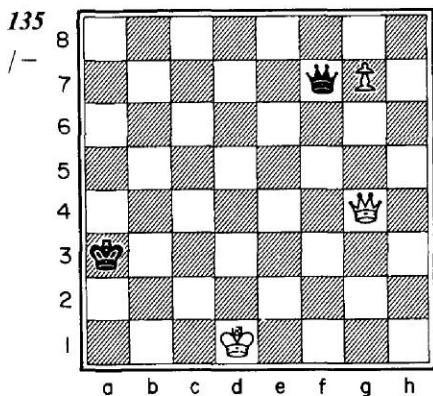
It will also be useful to examine the position with the black king at **a3** for other placings of the white king.

In the similar situations with a central pawn or a bishop's pawn White always

Queen against Queen

managed to find a shelter for his king. What is the situation if the pawn is a knight's pawn?

Let us return to position 134, but place the white king at g3.



135. Let us check: 1 ... Qb3+ 2 Ke1 Qe3+ 3 Kf1 Qc1+ 4 Kf2 Qc5+ (on 4 ... Qd2+ there follows 5 Qe2, while if 4 ... Qc2+ 5 Kg3 Qc7+ 6 Kh3) 5 Kg2 Qc2+ 6 Kg3 Qc7+ 7 Kh3, and White wins.

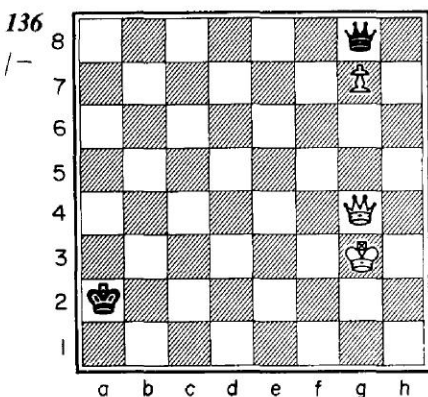
A slightly longer resistance is offered by 1 ... Qf1+ 2 Kd2 Qf2+ 3 Kd3 (this is stronger than 3 Qe2 Qf7) 3 ... Qf1+ 4 Ke3 Qe1+ 5 Kf3 Qf1+ 6 Kg3 Qe1+ (6 ... Qg1+ 7 Kh4) 7 Kh2 Qd2+ 8 Qg2 etc.

What is the point of the king's manoeuvres? It turns out that we have here an interesting case of corresponding squares between the white king and black queen.

The square corresponding to g3 is e1, to g2—d2, and to f1—c1. But there are no squares corresponding to f2 or h2, and by reaching one of them with his king White breaks the correspondence and wins.

Our supposition regarding the position of the king at a3 (or b3) proved to be correct. White succeeded in hiding from the perpetual check. To do this he merely had to reach f2 or h2 with his king, in order to break the correspondence.

We thus come to the important conclusion that, with the opposing king on the 3rd rank, White can always place his queen at g4 without having to fear perpetual check.



136. At first sight White's task does not seem difficult. If, for example, 1 ... Qb8+, then 2 Kg2 Qb2+ 3 Kh3! Qb3+ (or 3 ... Qc3+ 4 Qg3 Qc8+ 5 Kh2 Qg8 6 Kg1) 4 Kh2 Qb8+ 5 Qg3 Qg8 6 Kg1, and White wins (133).

But what if, instead of making a fruitless attack with his queen, Black improves the position of his king by 1 ... Ka1?

The white king is literally only two steps away from the cherished shelter at g1, but it is no longer able to make them, since it comes under a powerful attack by the queen on the a2—g8 and b1—h7 diagonals. For example: 2 Kf2 Qa2+! 3 Ke1 Qa5+ 4 Kf1 Qa6+ 5 Kg1 (5 Qe2 Qf6+) 5 ... Qb6+ 6 Kh1 Qh6+ 7 Kg2 Qd2+, or 2 Kh2 Qh7+! 3 Kg1 Qb1+ etc.

It transpires that the position of the queen at g4 does not ensure the king's safety, and it must be changed. The best square for the queen with a knight's pawn is d4. From here the queen excellently fulfils its functions of both attack and defence.

Therefore the correct continuation after 1 ... Ka1 will be 2 Qd4+! It should be mentioned that the position of the black king at a1 creates the greatest difficulties for White, and by placing his queen at d4 he deprives the opponent of this possibility.

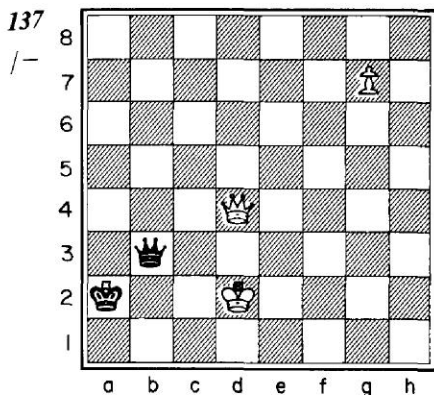
Queen and Pawn against Queen

Black has two replies:

(a) **2 ... Ka2** (the white king has acquired a new shelter—d2, for which it immediately heads) **3 Kf2 Qf7+**.

If **3 ... Qb3**, then **4 Qd2+ Kb1** (**4 ... Ka3 5 Qe3**) **5 Qe1+ Kb2 6 Qe2+ Kb1 7 Qf1+ Kb2 8 Qg2 Qg8 9 Kg1**, and wins.

4 Ke1 Qe6+ 5 Kd1! Qb3+ 6 Kd2 (137).



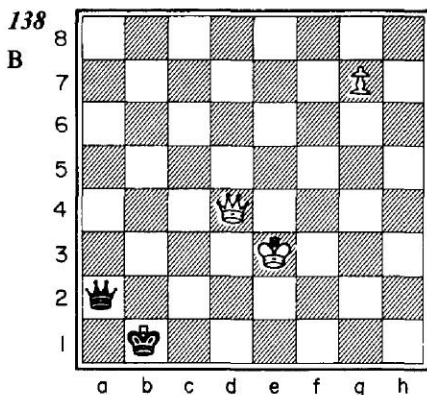
137. The shelter has been reached, and the play quickly terminates.

Black has only a choice between **6 ... Qg8** and **6 ... Qf7**, since after **6 ... Qe6** White promotes his pawn by a typical queen manoeuvre: **7 Qa7+ Kb2 8 Qb8+ Ka1 9 Qa8+** (to eliminate the threat of stalemate) **9 ... Kb2 10 g8=Q**.

After **6 ... Qg8 7 Qg4!** position 134 is reached, while on **6 ... Qf7** there again follows **7 Qg4!**, and if **7 ... Qd5+ 8 Ke1!**, as in position 134, while after **7 ... Qf2+ 8 Kd3 Qf1+** White has the standard reply **9 Qe2+**.

(b) **2 ... Kb1**. Here moving the white king to d2 does not bring success, for example: **3 Kf2 Qf7+ 4 Ke1 Qe6+ 5 Kd1 Qb3+ 6 Kd2 Qa2+!** Now it appears that White can immediately conclude the game by **7 Ke3** (138).

138. But after **7 ... Qb3+ 8 Qd3+** it all turns out to be a devilish trap, since, by replying **8 ... Ka1!!**, Black is unexpectedly saved: **9 Kd4 Qb4+! 10 Qc4** (**10 Kd5 Qb7+**, or **10 Ke5 Qe7+**) **10 ... Qd2+ 11 Ke5(c5) Qg5+**, and White loses his pawn. Of course, instead of **7 Ke3** White can admit his mistake

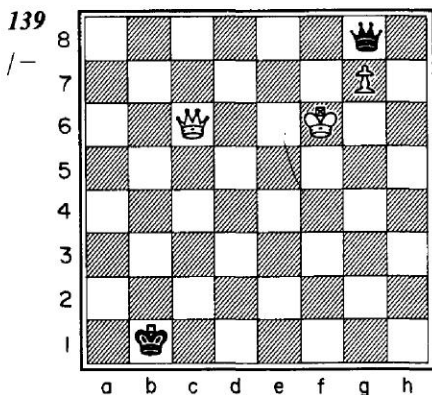


in time and take his king back, but this naturally drags out the winning process.

Instead of **3 Kf2**, the correct continuation is **3 Qg1+! Ka2 4 Qg2+ Ka1** (**4 ... Ka3 5 Kh2!** and **6 Kg1**) **5 Kh2 Qb8+** (**5 ... Qh7+ 6 Kg1**) **6 Kh1 Qb8 7 Kg1**, joining a familiar continuation (133).

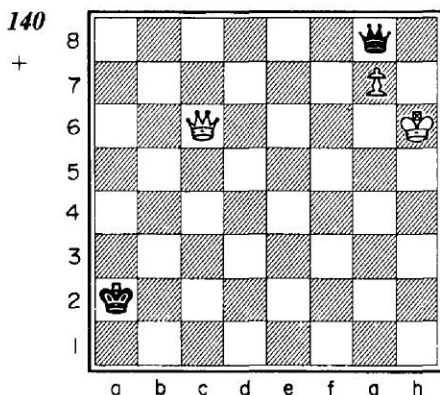
Thus we have established that placing the queen behind the pawn (at g4) is expedient only if the opponent's king is on the 3rd rank. But if it is on the 2nd or especially the 1st rank, this proves successful only in a highly limited number of positions.

In the most general case in this ending the queen must be placed in the centre, best of all at d4. But before beginning a detailed analysis of examples with the queen on this square, we will make the acquaintance of two useful subsidiary positions, where the king hides from the checks close to the pawn.



139. Despite the fact that it is Black's turn to move, he is powerless to prevent the penetration of the white queen to f8. For example: **1 ... Kb2 2 Qb5+ Ka2 3 Qa4+ Kb2 4 Qb4+** and **5 Qf8**. The black queen cannot move, since, if it leaves g8, the pawn immediately queens. For example: **1 ... Qb3 2 Qh1+ Kb2 3 Qg2+** and **4 g8=Q**, or **1 ... Qh7 2 Qb7+ Ka1 3 Qa8+ Kb1 4 g8=Q**, or, finally, **1 ... Qd8+ 2 Kf7** and **3 g8=Q**.

Note that the assessment of the position does not change if the black king is moved to **a2**.



140. White to play wins most simply by **1 Kg6!**, for example: **1 ... Ka1 2 Qf6+** and **3 Qf7**, or **1 ... Kb1 2 Qb7+** and **3 Qf7**.

White's task is rather more difficult if it is Black to move. Here too, due to the threat of **Qf2+**, the queen is tied to g8, and therefore Black chooses the waiting move **1 ... Kb1**.

Now the attempt by White to take his king directly to f6 may make the win much more difficult to achieve. For example: **2 Kg6? Qb3!**

The unfortunate position of the white king allows Black to bring his queen out into the open, and White has to play very carefully to avoid perpetual check.

3 Qh1+ Kb2! (**3 ... Ka2** loses immediately to **4 Qa8+**, and **3 ... Kc2** to **4 Qh7**) **4 Qg2+ Kc1** (**4 ... Kb1 5 Kh7 Qf7 6 Qg6+**) **5 Qf1+ Kb2** (**5 ... Kc2 6 Kh7 Qb7 7 Kh8 Qb2 8 Qe2+**) **6 Qf6+ Kc1 7 Qf5**. It seems to be all

over, since **8 Kh7** or **8 Qc8+** is threatened, but Black finds **7 ... Qc4 8 Kg5 Kb2! 9 Qe5+ Ka2 10 Kh5 Qf7+ 11 Kh6 Qg8**.

As a result of 10 exact moves White has managed to force Black to return his queen to g8. The position nevertheless remains won.

But instead of **2 Kg6**, White wins more quickly by **2 Qf6!**, for example: **2 ... Kc1** (**2 ... Ka2 3 Kg6** and **4 Qf7**, or **2 ... Kc2 3 Kg5! Kd2 4 Qd6+ Kc1 5 Qc6+ Kb1 6 Kf6**, obtaining position 139) **3 Qc3+!**

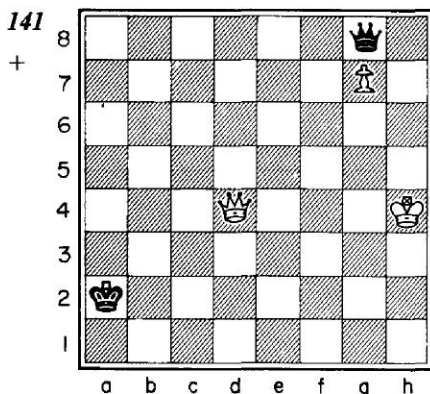
The most accurate. On **3 Qc6+ Kb1 4 Kg6**, as we already know, there follows **4 ... Qb3**. Now Black has two possibilities:

(a) **3 ... Kb1 4 Qc6! Ka2** (**4 ... Kb2 5 Kg6! Qb3 6 Kf6**, winning) **5 Qf6! Kb1** (if **5 ... Ka3**, then **6 Qf8+**; White has obtained the position after **2 Qf6**, but with him to move) **6 Kg5! Kc1 7 Qc6+** and **8 Kf6**, obtaining position 139.

(b) **3 ... Kd1 4 Qc6! Kd2 5 Kg6 Qd8** (on **5 ... Qb3** there follows **6 Qd7+ Kc2 7 Qc8+** and **8 g8=Q**, while if **5 ... Qb8 6 Qd5+**) **6 Kf7**, and White wins.

Thus with accurate play White succeeds in transferring his king to h6 or f6, without allowing the queen away from g8.

And now here is the first position with the queen at d4.



141. Using the analysis of position 136, White easily wins by taking his king to d2,

while if the black king moves to b1, then the white king goes to g1.

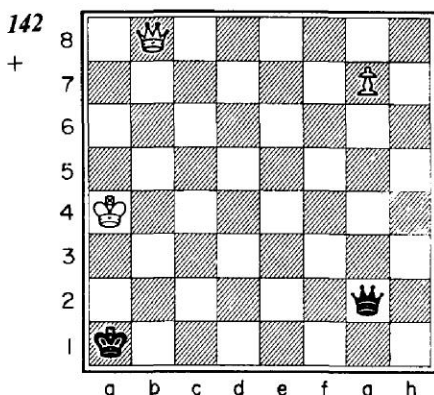
1 Kg3 Qb8+.

If **1 ... Kbl**, then **2 Qg1+ Ka2 3 Qg2+**, as in variation 'b' of position 136.

2 Kg2! Qb7+ (2 ... Kbl 3 Qg1+ Ka2 4 Kh1!) 3 Kf2 Qf7+ 4 Ke1 Qe6+ 5 Kd1 Qb3+ 6 Kd2 (137).

Before continuing the analysis, we must make the acquaintance of an important subsidiary position.

from Roycroft, 1959



142. Back in the analysis of positions 136 and 137 we established that the position of the black king in the a1 corner creates stalemating possibilities. It is due to the threat of stalemate that it would be a mistake here to play **1 g8=Q? Qc6+ 2 Qb5 Qc2+ 3 Ka5** (on **3 Qgb3** there follows **3 ... Qc4+!** **4 Ka5 Qc7+ 5 Qb6 Qa7+** with a draw, or **4 Q3b4 Qa2+ 5 Qa3 Qxa3+ 6 Kxa3**—stalemate!) **3 ... Qc7+ 4 Qb6 Qc3+**, when on **5 Ka6** Black replies **5 ... Qc4+!**, while if **5 Kb5 Qb3+!**

The correct move, pointed out by Roycroft (true, for a slightly different position of the white king), is **1 g8=R!** We will now show that in position 142, for any placing of the white king and black queen, **1 g8=R** wins.

To do this it has to be shown that there is a shelter for the king, and that it can get there.

It is not difficult to guess that such a shelter is h1. Then against checks on the h-file there will be the defence **Qh2**, while a check on the a8–h1 diagonal can be blocked by the rook: **Rg2**. A check along the rank does not have to be feared, since the black king is on it. This means that the whole question is whether or not Black can prevent the king from proceeding to the shelter.

This problem can be solved using the theory of corresponding squares. Let us suppose that the white king has reached h2. To prevent **Kh1** Black must check on the h-file. But from which square? If from h5 or h7, there follows **Kg3** or **Kg1** respectively, and there are no more checks. If from h6, there follows **Kg2 Qc6+; Kg3! Qc3+; Kh2**, and the king reaches h1. There remains only one move—... **Qh4+**. In other words, the square corresponding to h2 is h4.

By similar reasoning it can be established that the square corresponding to g2 is e4, and to g1—e1.

Let us now try to establish which square corresponds to h3. If a check is given at h7, after **Kg3 Qd3+; Kh2 Qh7+; Kg1** there are no more checks. On the check at h6 there follows **Kg2 Qc6+; Kg3 Qc3+; Kh2**, and the king reaches h1. The check at h5 is not dangerous in view of **Kg3**.

It remains to try the check at h1. On this there follows **Qh2 Qf3+; (... Qf1+; Qg2 Qf5+; Kh2 Qh5+; Kg1 Qc5+; Qf2**, and wins) **Rg3 Qh5+; Kg2 Qd5+; Rf3 Qd2+; Kh1**, and wins.

We come to the conclusion that there is no square corresponding to h3. In exactly the same way it can be shown that there is also no square corresponding to f1.

Thus, in order to hide from the checks, it is sufficient for the white king to reach h3 or f1.

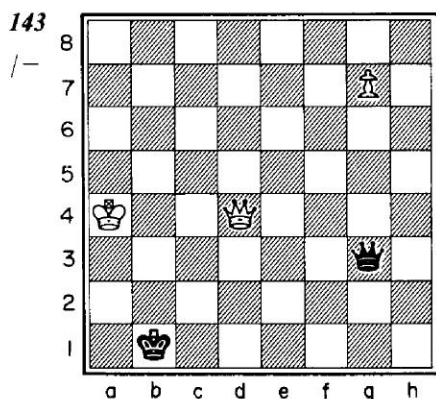
Isn't it possible for Black to block the white king's path? Let us see: **1 ... Qc2+ 2 Kb4 Qe4+ 3 Kc5 Qf5+ (3 ... Qe3+ 4 Kd5 Qd3+ 5 Ke5 Qe3+ 6 Kf5 Qd3+ 7 Kg4 Qd7+ 8 Kg3 Qd3+ 9 Kh2! Qh7+ 10 Kg1**, and wins) **4 Kd4 Qf2+ 5 Ke4 Qe2+ 6 Kf4**

Qf1 + 7 Kg3 Qe1 + 8 Kh3, and White wins.

We have seen that the queen is powerless to prevent the white king from reaching h1.

If he should desire, the reader can confirm with variations this conclusion for other positions of the white king and the black queen.

The basic drawback to the position of the white queen at d4 is that it only supports, and does not 'urge on' the pawn (in comparison with positions behind the pawn). This means that there is a whole series of positions in which the black queen controls the pawn from the rear (from g3, g5, g6 or g2). We will consider them in turn.



143. Here White can easily queen his pawn, but he has to reckon with stalemating threats. For example:

(a) **1 ... Qg2 2 Qb6 +!**

Only a draw results from **2 Qd1 + Kb2 3 Qb3 + Ka1! 4 g8 = Q?**, since after **4 ... Qa8 + 5 Kb4 Qa5 + 6 Kc4 Qc5 + 7 Kd3 Qe3 +** Black gives perpetual check.

2 ... Ka1 3 Qf6 + Kb1 4 Qf5 + Ka1 5 Qe5 + Kb1 6 Qb8 +.

By an original manoeuvre the queen has reached the 8th rank with gain of tempo, but the black king is in the corner, and White has to be careful.

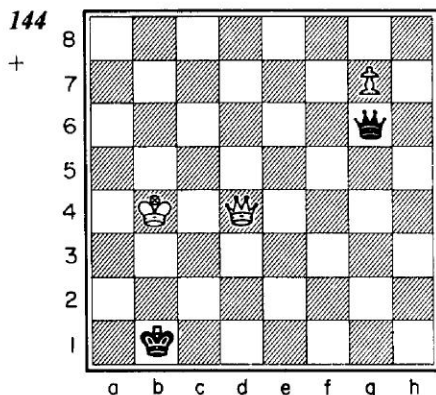
6 ... Ka1 7 g8 = R!, and wins (142).

(b) **1 ... Qg5 2 Qd3 + Ka1 3 Qf1 + Kb2 (3 ... Ka2 4 Qf7 +) 4 Qb5 +**, exchanging queens.

(c) **1 ... Qg6 2 Qb4 + Ka1 3 Qe1 + Ka2 4**

Qe2 + Kb1 5 Qb5 + Ka1 6 Qe5 + Kb1 7 Qb8 + Ka1 8 Qa8 (8 g8 = R is also possible, but the text move is simpler) **8 ... Qxg7 9 Kb3 +**, and mate in two moves.

And now we have to find the winning procedure in the following highly important position.



144. This position differs from the previous one (variation 'c') only in the position of the white king. It is as though in the 'shadow' of the black king. This factor makes the win more difficult, since the method employed in example 143 is inapplicable.

It seems that **1 Ka3** should win, and if **1 ... Qg3 +**, then **2 Ka4**, obtaining the previous position. But Black replies **1 ... Qa6 +!** This move looks like a mistake, but in fact it contains a cunning trap. If White plays **2 Qa4**, there follows **2 ... Qd3 + 3 Qb3 + (145).**

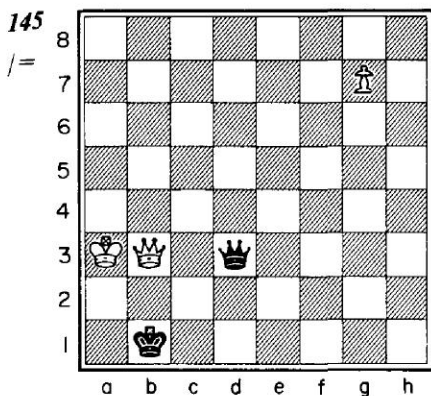
145. The stunning reply **3 ... Ka1!!** enables Black to save the game. For example:

4 g8 = Q (4 g8 = R is no better) 4 ... Qd6 + 5 Qb4 Qd3 + 6 Ka4 (6 Qgb3 Qa6 + 7 Q4a4 Qd6 + 8 Q3b4 Qd3 +) 6 ... Qc2 +!

The only move. **6 ... Qd1 +** loses to **7 Qbb3 Qd7 + 8 Qb5 Qd1 + 9 Qgb3 Qd4 + 10 Q3b4** etc.

7 Ka5 (7 Qgb3 Qc6 +) 7 ... Qc7 + 8 Qb6 Qc3 +, and if **9 Ka6 Qc4 +**, or **9 Kb5 Qb3 +** with a draw.

In such positions White must play very



draw!

carefully, since the position of the king in the corner creates possibilities of stalemate.

He wins as follows: **1 Qe5! Qg2.**

Checks lead to an immediate loss, for example: **1 ... Qg4+ 2 Ka5**, and the white queen reaches the 8th rank, or **1 ... Qb6+ 2 Qb5 Qg6 3 Kc3+**, and mate in two moves.

2 Kc5! (White has no reason to fear checks) **2 ... Qc2+.**

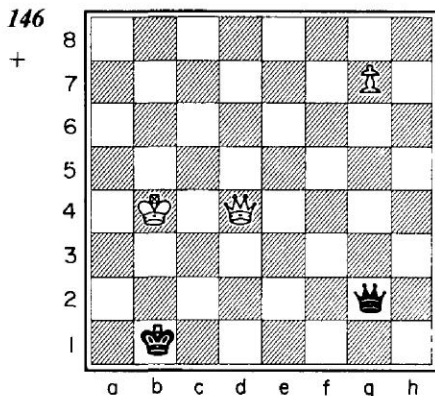
If the black king attempts to hide in the 'shadow' of White's by **2 ... Kc2**, there follows **3 Qc7!**, creating an ambush, under the cover of which the white king approaches the pawn. For example: **3 ... Qg4 4 Kd6+ Kd3 5 Qd7 Qg5 6 Ke6+ Ke2 7 Qe7 Qg6+ 8 Kd7+** and wins. A good example of the study theme 'systematic manoeuvre'.

3 Kd6 Qd3+ (after **3 ... Qg6+ 4 Ke7** the checks end and the pawn queens, while **3 ... Qd2+ 4 Ke6! Qa2+ 5 Kf6** leads to the main variation) **4 Ke7! Qa3+ 5 Kf6 Qa6+ 6 Qe6 Qa1+ 7 Kg6**, and White wins.

If instead of **2 ... Qc2+** Black had played **2 ... Qf2+**, there could have followed **3 Kc6 Qf3+** (**3 ... Qg2+ 4 Kd6 Qd2+ 5 Ke6!** has already been considered) **4 Kc7! Qf7+ 5 Kd6 Qg6+ 6 Ke7**, and wins.

The following example reduces to position 144.

146. We already know that **1 Qd1+ Kb2 2 Qb3+ Ka1 3 g8=Q(R)** leads only to a draw,



since the black queen becomes a 'desperado'. **3 Ka3** also fails to win due to **3 ... Qd2!** The correct move is **1 Kc5**.

White threatens by **2 Qb4+ Ka1 3 Qe1+ Kb2 4 Qe5+ Kc2 5 Qc7** to create the ambush we have already seen in position 144, so as to then approach the pawn with his king.

1 ... Qg5+ (**1 ... Qc2+** loses quickly to **2 Qc4! Qf2+ 3 Kb5 Qf5+ 4 Kb4**) **2 Kb6 Qg6+** (on **2 ... Qg2** or **2 ... Qg3** White wins by taking his queen to the ambush position at b7) **3 Ka5 Qf5+** (after **3 ... Qg5+ 4 Ka4** White wins as in position 143) **4 Kb4 Qg6**, and we obtain position 144.

Chéron thought that on **1 Kc5** Black could put up a stubborn resistance by **1 ... Qg3**. But here too White wins without any difficulty by a fine queen manoeuvre: **2 Qe4+ Kb2 3 Qb7+ Kc2 4 Qf7!**, and in retreating before the checks the king heads for b8. For example: **4 ... Qa3+ 5 Kb6 Qb4+ 6 Kc7 Qa5+ 7 Kb8 Qb5+** (**7 ... Qd8+ 8 Kb7**) **8 Qb7**, and White wins.

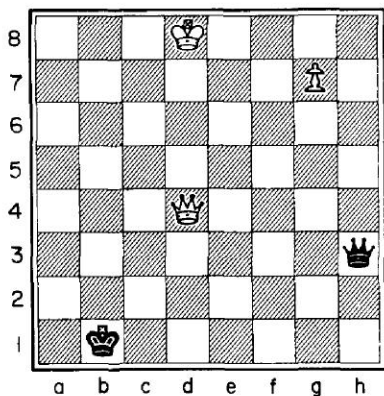
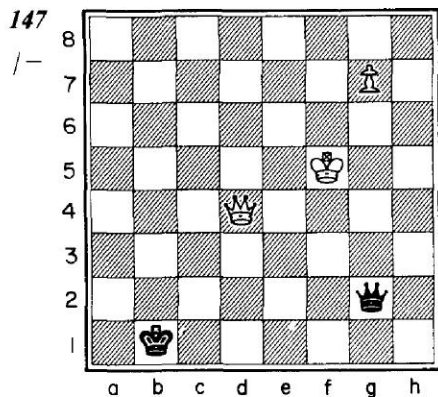
Up till now we have been considering examples where, with rare exceptions, the black queen has occupied a passive position, and the white king has not had to wander the board in search of a shelter.

We will now analyse some positions where the white king is threatened with perpetual check, and has to escape from the queen's pursuit.

Averbakh, 1962

148

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147. Where should the white king run to? From the preceding analysis we know that in the given position there are a number of squares (a4, b4, h4) where the king can hide, but we have not yet established how to escape from the black queen's pursuit. This example shows how to run away from the checks:

(a) **1 ... Qf3+ 2 Ke5 Qh5+ (2 ... Qg3+ 3 Kd5 Qg5+ 4 Kc4 Qg2! 5 Kc5 Qg5+ 6 Kb6 Qg6+ 7 Ka5 comes to the same thing) 3 Kd6 Qh2+ (3 ... Qg6+ 4 Kc5 simplifies White's task) 4 Kc6 Qg2+ 5 Kb6 Qg6+ 6 Ka5 Qf5+ (6 ... Qg5+ 7 Ka4—143) 7 Kb4 Qg6**, and we reach position 144.

Thus after **1 ... Qf3+** White succeeds in hiding his king, and then advances his pawn to reach one of the final positions.

Apart from the one examined, White also had another way of hiding from the checks: **4 Kd7 Qh3+ 5 Kd8** (148).

148. Earlier (1959) I thought that it would not win due to the strong reply **5 ... Qg2!**

Nevertheless White succeeds in carrying out his plan: **6 Qb4+ Ka1 7 Qc3+ Kb1 8 Kc7**. This variation was suggested by Novotny (1972), who considered only the sequel **8 ... Qh2+ 9 Kc8! Qg2 10 Qb4+ Ka1 11 Qa5+ Kb2 12 Qb6+ Kc2 13 Qc7+**, when White wins.

But everything is not so simple, since Black

has the 'quiet' move **8 ... Qg4!** which entails a subtle trap. White appears to win immediately by **9 Qb3+ Ka1 10 Qf7**, and if **10 ... Qg3+**, then **11 Kb7 Qg2+ 12 Ka7 Qg1+ 13 Ka8 Qh1+ 14 Qb7 Qh7 15 Qa7+ Kb1 16 Qb8+**. But White's clever plan is refuted at the very beginning by a sacrifice, which, though spectacular, is typical in such situations: **11 ... Qb3+!!** with stalemate and a draw!

The win is achieved by **9 Qd3+ Kb2** (if **9 ... Ka1** or **9 ... Kc1**, then **10 Qf1+ Kb2 11 Qf7! Qg3+ 12 Kb7 Qg2+ 13 Ka7 Qg1+ 14 Ka8) 10 Qb5+ Ka1** (also unsuccessful is the desperate attempt to move the king forward: **10 ... Kc3 11 Qc6+ Kb4 12 Qb7+ Kc5 13 Qa7+!**, and Black has no satisfactory reply) **11 Qa6+ Kb2 12 Qb7+ Kc2 13 Kb8!**, and White wins.

Let us return to position 147 and consider Black's other move:

(b) **1 ... Qf1+**.

Totally bad is **1 ... Qh3+ 2 Qg4 Qf1+ (2 ... Qh7+ 3 Qg6) 3 Kg6 Qa6+ 4 Kh5 Qb5+ (4 ... Qa5+ 5 Qg5) 5 Kh4**.

2 Qf4! (White begins a subtle manoeuvre, exploiting the position of the black king at b1) **2 ... Qb5+ (2 ... Qh3+ leads to a variation already considered) 3 Kg4! Qe2+**.

It is also necessary to examine 'quiet' queen moves, since the white king is now in the 'shadow' of the pawn:

Queen and Pawn against Queen

(i) 3 ... Qb3 4 Kh4 Qg8 (the threat was 5 Qf1+ and 6 Qg2+, forcing the queening of the pawn) 5 Qd4!

Black has a wide choice of continuations, but in each case White wins quickly:

5 ... Qh7+ 6 Kg5 Qg8 7 Kf6, and Black has no defence against the transfer of the queen to f8.

5 ... Ka2 6 Kg3 Qb3+ 7 Kf2 Qf7+ 8 Ke1, and the king reaches d2. If instead 6 ... Kbl, then 7 Qgl+ Ka2 8 Qg2+ Ka1 9 Kf2! Qf7+ 10 Kgl Qa7+ 11 Kh1.

5 ... Kcl 6 Kg3 Qb3+ (6 ... Qe6 7 Qf4+, and Black has no useful move; if the king goes to b2, b1 or c2, the white queen goes to the 8th rank with gain of tempo, while after 7 ... Kdl 8 Qg4+ White exchanges queens) 7 Kg2! Qc2+ (7 ... Qe6 8 Qf4+ Kdl 9 Qg3! Qa2+ 10 Kgl Qa7+ 11 Kh1 Qa8+ 12 Qg2, or 7 ... Qa2+ 8 Kg1 Qe6 9 Qf4+ Kdl 10 Qf1+ and 11 Qg2+) 8 Kf3 Qg6 (8 ... Qc6+ 9 Kf2 Qc2+ 10 Ke1) 9 Qf4+ Kdl 10 Qg4, and White wins.

(ii) 3 ... Qe4 4 Qb4+ Ka1 5 Qd4+ Kbl 6 Qb6+ (as is already known, nothing is achieved by 6 Kf4 Qf7+ 7 Ke3 Qb3+, and if 8 Qd3+ Kal!) 6 ... Ka1 7 Qa7+ Kbl 8 Kf4! Qg8 9 Qb7+ Ka1 10 Kf5 Qh7+ 11 Kg5 Qg8 12 Kf6 Qd8+ 13 Kf7, and White wins.

Had Black played his king towards the centre, White would have had to take his king to a different square — g1. For example: 6 ... Kcl 7 Qc7+ Kdl.

The previous variation is reached after 7 ... Kbl 8 Qb7+ Kcl 9 Kf4 Qa4+ 10 Ke5 Qe8+ (10 ... Qa1+ 11 Kf5 Qa5+ 12 Kg6) 11 Kf6 Qd8+ 12 Kf7.

8 Kf4! Qa4+ 9 Kg3 Qb3+ (9 ... Qe8 10 Qf4! Qg8 11 Qf8, or 10 ... Qe1+ 11 Kh2 Qe2+ 12 Kgl) 10 Kh2 Qa2+ 11 Kgl Qd5 12 Qf4 Qc5+ 13 Kh2 Qc2+ 14 Kg3, and wins.

4 Qf3! Qc4+.

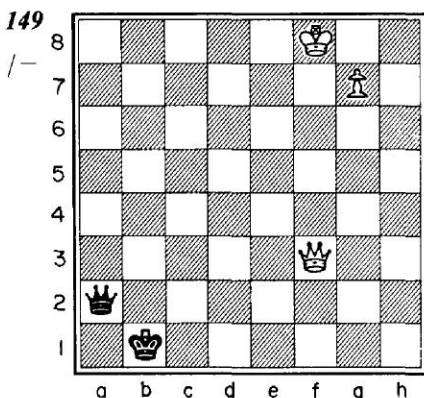
4 ... Qe8 5 Qb7+ leads to lines already considered.

5 Kg5 Qe1+.

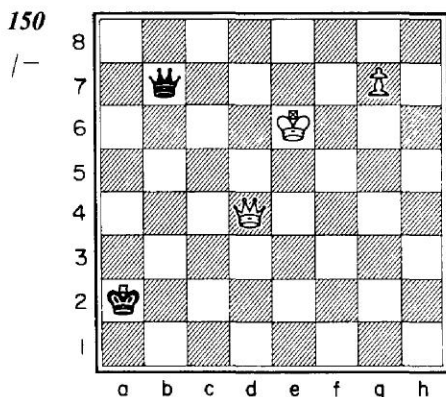
5 ... Qg8 is met by 6 Qf8, and 5 ... Kb2 by 6 Qb7+ Kcl 7 Kf6 Qd4+ 8 Kf7 Qf4+ 9 Ke8

Qe5+ 10 Kd8 Qf6+ 11 Qe7 Qd4+ 12 Qd7, and White queens his pawn.

6 Kf6! Qb2+ (6 ... Qh6+ 7 Kf7 Qh7 8 Qg4 and 9 Qg6) 7 Kf7 Qa2+ 8 Kf8! (149).



149. The culmination of White's plan. He has achieved complete coordination in the actions of his king and queen. Black's attacking attempts have run dry, since not only have they not been supported by his king, but, on the contrary, the king has got in the way of the queen.



150. On a careful examination of this diagram, it is not difficult to establish that, in comparison with position 147, the white king and black queen have been moved symmetrically with respect to the a1-h8 diagonal, i.e.

Queen against Queen

this example is the mirror reflection of position 147 with respect to the a1-h8 diagonal. The question naturally arises: is not the solution also 'symmetric'? Let us see:

(a) **1 ... Qc6+ 2 Ke5** (it is clear that the king should now aim not for b4, but for the symmetric square d2) **2 ... Qe8+ (2 ... Qc7+ 3 Ke4 Qe7+ 4 Kd3 Qa3+ 5 Kc2 Qb3+ 6 Kd2, and we reach position 137; the reader should note that bad is 6 Kc1? Qc3+! with a draw) 3 Kf4 Qf7+ (3 ... Qb8+ 4 Kg4 Qc8+ 5 Kh4 Qg8 leads to position 141) 4 Ke3 Qe6+ 5 Kf2** (more accurate than 5 Kd2 Qh6+) **5 ... Qf5+ (5 ... Qf7+ 6 Ke1 Kb1 7 Qg4!—133) 6 Ke1 Qe6+ 7 Kd1 Qb3+ (7 ... Qf7 8 Kd2) 8 Kd2**, and we again reach position 137.

(b) **1 ... Qa6+** (on 2 Ke5 Black intends 2 ... Qe2+, trying to prevent the king from going to d2) **2 Qd6!** (White plays as in position 147; d6 is the symmetric square to f4) **2 ... Qe2+ (2 ... Qc8+ is met by 3 Qd7 Qa6+ 4 Kf7! Qf1+ 5 Ke7, when the pawn queens) 3 Kd7 Qb5+ 4 Qc6! Qd3+ 5 Ke7! Qa3+ 6 Kf6! Qb2+ 7 Kg6 Qb1+ 8 Kh6!**

Our supposition has been justified. The solution has proved analogous to the preceding example, and has led us to a symmetric final position.

With the king at a2 the win is perhaps simpler than with the king at b1.

The last two examples show that, with his queen centralized, White succeeds in sheltering from the pursuit of the black king.

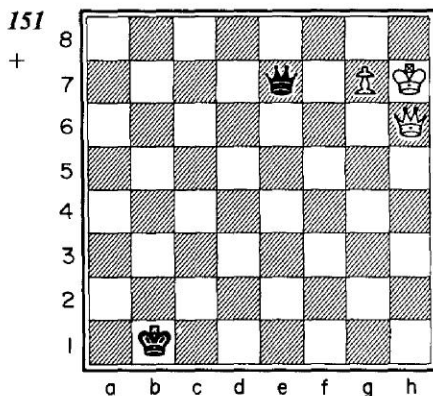
Before examining the case where the stronger side's king has to roam the entire board, it will be useful to make the acquaintance of some further subsidiary positions, in which the queen pins the pawn along the rank.

151. To win, White must reach d4 or d5 with gain of tempo. This is easily done.

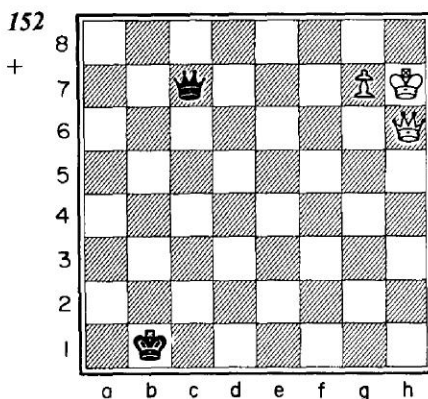
1 Qb6+ Ka2.

1 ... Ka1 loses immediately to 2 Qd4+ and 3 Kh8, as does 1 ... Kc1(c2) to 2 Qc6+, then 3 Kg6, and if 3 ... Qd8 4 Kf7.

2 Qa5+ Kb1 3 Qb5+ Ka1 4 Qa4+ Kb1 5



Qd1+ Ka2 6 Qd5+ Kb1 7 Kg6 Qe8+ 8 Kf6, and the pawn queens.



152. Here White can no longer win without bringing his king out of its shelter. He wins as follows: **1 Qd2!**

Now 1 ... Qe7 leads to position 151, and 1 ... Qf7 2 Qd6! Ka2 3 Kh6 Qg8 4 Qc6 to position 140, while 1 ... Qb7 loses immediately to 2 Qd1+ Ka2 3 Qc2+ Ka3 4 Qc1+ and 5 Kh8. There is only one move to prolong the resistance.

1 ... Ka1 2 Qd4+!

Now Black has two continuations:

(a) **2 ... Kb1** (now the white king again sets off, its goal being b4) **3 Kg6 Qc6+ 4 Kg5.**

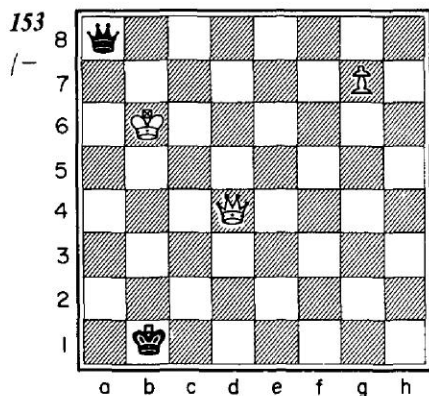
If now **4 ... Qg2+ 5 Kf5 Qf3+ (or 5 ... Qf1+ 6 Qf4!, and wins) 6 Ke5,** and White

carries out his plan. All this has already been examined in the analysis of example 147. Finally, if 4 ... Qb5+, then 5 Kh4.

(b) 2 ... Ka2 (in this case the goal designated for the king is d2) 3 Kg6 Qg3+ 4 Kf6 Qg3+ 5 Ke7.

What should Black do now? If, for example, 5 ... Qb7+ 6 Ke6 Qc6+ (or 6 ... Qa6+ 7 Qd6!, and wins) 7 Ke5, and the king reaches d2 without difficulty. All this was examined in the analysis of example 150. Finally, if 5 ... Qe2+, then 6 Kd8.

We now have to consider the march by the king across the entire board.



153. Here the white king is close to the squares b4 and a4, but for the moment the black queen occupies a favourable position, attacking the king from the rear. In order to disorganize the actions of the opposing queen, the king first heads in the opposite direction. Here are some sample variations:

1 ... Qb8+ 2 Kc6 Qc8+ (2 ... Qa8+? 3 Kc7, and there are no more checks) 3 Kd6 Qd8+ (after 3 ... Qa6+? 4 Kc7 the checks finish) 4 Ke5 Qe7+.

After 4 ... Qg5+ 5 Ke6 the king turns in the other direction, for example: 5 ... Qg6+ 6 Kd7 Qf5+ 7 Kc7 Qg5 (7 ... Qf7+ 8 Kd8 Qg8+ 9 Ke7) 8 Qb6+ Kc1 9 Qc6+ Kb1 (9 ... Kd1 10 Qd7+ Kc1 11 Kc8 comes to the same thing) 10 Qb7+ Kc1 11 Kb8, and the

pawn queens. 4 ... Qe8+ 5 Kf4 Qf7+ 6 Kg5 etc. leads to the main variation.

5 Kf5 Qf7+ 6 Kg5!

This line was pointed out by Chéron. 6 Kg4 Qg6+ 7 Kf4 would be a loss of time in view of 7 ... Qf7+!, and if 8 Ke3, then 8 ... Qb3+!, after which 9 Qd3+? leads only to a draw after 9 ... Ka1!

6 ... Qe7+ 7 Qf6! Qe3+ 8 Kg6 Qg3+.

If 8 ... Qb3, then 9 Qf5+! Ka1 10 Kh7 Qb7, and White wins by a familiar queen manoeuvre: 11 Qa5+ Kb1 12 Qe1+ Ka2 13 Qd2+ Kb1 14 Qd1+ Ka2 15 Qc2+ Ka1 16 Qc1+ Ka2 17 Kh8 etc.

9 Qg5 Qd6+ 10 Kh7.

For an instant White's king hides behind the pawn, so that, after improving the position of his queen, it can again come out into the 'open field'. If now 10 ... Qd7, then 11 Kh6! Qh3+ 12 Qh5 Qe3+ 13 Kh7 Qe7, and we reach position 151, where a win follows from 14 Qd1+ Ka2 15 Qd5+ Kb1 16 Kg6 Qe8+ 17 Kf6 etc.

10 ... Qh2+ 11 Qh6 Qc7.

We have reached position 152, where, as has been seen, White wins after 12 Qd2!

It should be noted that positions of this type are in no sense studies, and there may be several ways of winning. Thus in position 153, after 1 ... Qb8+ another king route is also possible: 2 Ka5 Qa8+ 3 Kb4 Qb7+ 4 Kc4! Qc6+.

If 4 ... Qa6+ 5 Kd5 Qb5+ 6 Ke6 Qc6+ 7 Kf5 Qb5+ (7 ... Qf3+ 8 Ke5 comes to the same thing) 8 Kg6 Qc6+ 9 Kg5 Qg2+ 10 Kf5 Qf3+ 11 Ke5, and the king proceeds to b4. Weaker is 4 ... Qc7+ 5 Kb3 Qf7+ (5 ... Qb7+ 6 Qb4) 6 Ka4! Qe8+ 7 Ka3 Qa8+ 8 Qa4, and wins.

5 Qc5! Qe4+.

In the event of 5 ... Qg2 6 Qf5+ Kc1 (6 ... Kb2 7 Qe5+ Ka2 8 Kc5) 7 Qf4+ Kc2 (7 ... Kd1 8 Qd4+ and 9 Kc5—146) 8 Qc7! White sets up an ambush and wins.

6 Kb3!

Now Black has two possible defences:

(a) 6 ... Qf3+ 7 Ka4 Qa8+ 8 Qa5 Qg8 9

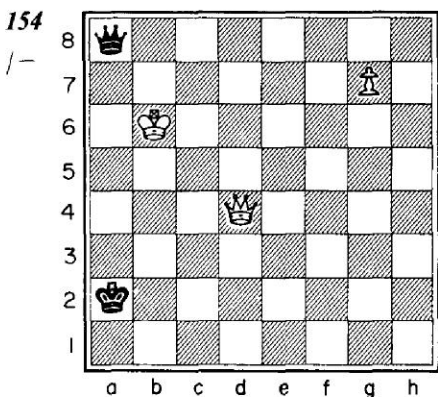
Qf5 + Kc1 10 Qf1 + Kc2 11 Qg2 + Kc3 (11 ... Kbl 12 Ka3! Kc1 13 Qb2 + Kd1 14 Qb3 +) **12 Qg3 + Kd4** (12 ... Kc2 13 Kb4! Kd2 14 Qc3 + Ke2 15 Qc4 +, or 12 ... Kd2 13 Kb4! Ke2 14 Qe5 + Kd1 15 Qd6 + Kc2 16 Qc5 + Kd1 17 Qf8 and 18 g8 = Q) **13 Qb3 + Qa8 + 14 Kb4 Qb7 + 15 Ka3 Qxg7 16 Qb2 +**, and White wins.

(b) 6 ... Qd3 + 7 Ka4 Qa6 + 8 Qa5 Qe6 9 Qb4 + Kc2 10 Qc5 + Kd3 11 Ka3! Qf7 (11 ... Qa6 + 12 Kb4, and if 11 ... Ke2 12 Qc2 +, exchanging queens) **12 Qb5 + Ke4 13 Qb1 +**, again winning.

In this case the winning path was even shorter, although not easy; however, all the manoeuvring procedures had to some extent already been examined.

Thus we now have the full right to state that, with the black king at b1, the active position of White's queen at d4 allows him to cross the board successfully with his king, and to win.

But what if the black king is at a2? How does this affect the play?



154. Initially events develop as in example 153, but the king hides from the checks somewhat differently.

1 ... Qb8 + 2 Kc6 Qc8 + 3 Kd6 Qd8 +.

On 3 ... Qa6 + there follows 4 Ke7! Qb7 + 5 Ke6 (150).

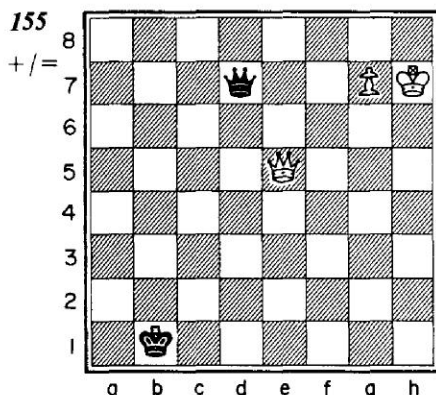
4 Ke5 Qe7 + (4 ... Qg5 + 5 Ke6 Qg6 + 6 Kd7 Qf5 + 7 Kd6 Qg6 + 8 Kc5 Kbl 9 Kb4 and wins, as in position 144) **5 Kf5 Qf7 + 6**

Kg5 (but not 6 Kg4 Qg6 + 7 Kf4 Qh6 + 8 Kf5 Qh5 + 9 Kf6 Qf3 + 10 Ke5 Qe2 +!, which allows Black to prolong the resistance) **6 ... Qe7 + 7 Kg4 Qe6 + (7 ... Qe2 + 8 Kg3) 8 Kg3 Qg6 + 9 Kf2 Qf5 + 10 Ke1 Qe6 + 11 Kd1 Qf7 12 Kd2**, and White wins (137).

Comparing the results of the analysis in the last few positions allows us to draw the important conclusion that, irrespective of where the black king is—at a2 or b1,—the dominating position of White's queen at d4 allows him to hide his king from the checks and to win.

But what if the white queen is not at d4, but at, say, e5? As an example we will consider another important position with a horizontal pin.

Averbakh, 1959



155. White can win without a king march, only if he can play his queen to c3 or e3 with gain of tempo. It is obvious that, against correct defence by Black, this cannot be done. This means that he must bring his king out. The winning procedure is extremely instructive: White dislodges the queen from d7, and then himself occupies d4 with his queen.

1 Kg6 Qc6 +.

If 1 ... Qg4 +, then 2 Kh6 Qh4 + (weaker is 2 ... Qh3 + 3 Qh5 Qe3 + 4 Kh7 Qe7, when, as in example 151, White wins by 5 Qd1 + Ka2 6 Qd5 + and 7 Kg6) 3 Qh5 Qf4 + 4 Kh7 Qc7 5 Qd1 + Ka2 6 Qd4, and the king can now be brought out.

2 Kg5 Qg2+ 3 Kf6 Qc6+ 4 Qe6!

Having occupied this important square, White returns his king under the protection of his pawn, without allowing the black queen back to d7.

4... Qc3+ 5 Kg6 Qg3+ 6 Kh7 Qh2+ (if 6... Qc7, the most accurate is 7 Qb3+ Ka1 8 Qa4+ Kb1 9 Qd4!) **7 Qh6 Qc7 8 Qd2! Ka1 9 Qd4+**, and White wins as in example 152.

But the situation changes significantly if in the initial position it is Black's move. He plays **1... Ka2!**, immediately vacating the dangerous b1 square. Let us see what happens in this case.

2 Kg6 Qg4+ 3 Kf6 Qf3! (3... Qh4+ 4 Kf7 Qf2+ loses to 5 Ke8!, when there are no more checks) **4 Qf5.**

White tries to carry out the same plan as with the black king at b1—he takes control of d7. On 4 Ke7 there would have followed 4... Qb7+ 5 Kd8 (5 Kd6 Qb6+ 6 Kd5 Qb5+ 7 Kd4 Qb2+ 8 Ke4 Qe2+ 9 Kf4 Qh2+ 10 Kf5 Qh5+ 11 Kf6 Qf3+!, and we have come full circle) 5... Qb6+ 6 Qc7 Qd4+ 7 Qd7 (7 Kc8 Qg4+ 8 Kb8 Qb4+ 9 Ka8 Qe4+ 10 Ka7 Qd4+) 7... Qb6+ (bad is 7... Qf6+ 8 Kc8 Qc3+ 9 Qc7 Qh3+ 10 Kb8 Qb3+ 11 Qb7 Qg8+ 12 Ka7, when White wins) 8 Kc8 Qc5+ 9 Kb7 Qb4+ 10 Ka6 Qa3+ 11 Kb5 Qb3+ 12 Ka5 Qc3+, and the king has nowhere to hide.

4... Qc3+ 5 Kf7 Qc7+ 6 Kg8 Qd8+ 7 Qf8.

White has finally managed to hide from the checks, but this has not improved his chances. After 7... Qd4! (or 7... Qd3), maintaining control over the strategically important d4 square, Black gains a draw.

With the black king at a2 White can try taking his king in the other direction: 1 Kh6 Qh3+ 2 Kg5 Qg2+ 3 Kh4 Qf2+ 4 Qg3 Qf6+ (bad is 4... Qd4+ 5 Kh3 Qd7+ 6 Kh2) 5 Qg5 Qd4+ (but here, by contrast, 5... Qf2+ fails to 6 Kh3 Qf3+ 7 Kh2) 6 Qg4 Qf6+ 7 Kg3 Qd6+! (7... Qc3+ 8 Kh2 Qe5+ loses to 9 Kh1!) 8 Kf2 Qc5+ 9 Ke1 Qc3+ 10 Kf2 Qc5+ 11 Kg2 Qc6+! (defeat

follows from 11... Qc2+ 12 Kh1 Qh7+ 13 Kg1 Qb1+ 14 Kf2 Qb6+ 15 Ke1 Qa5+ 16 Kf1; also insufficient is 11... Qd5+ 12 Kf1! Qf7+ 13 Kg1) 12 Kh2 Qh6+ 13 Kg1 Qc1+.

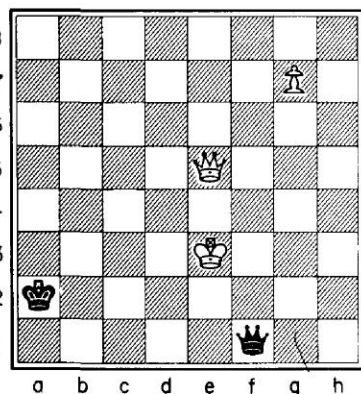
By manoeuvring with his queen in the c1–c6–h6 triangle and using the subsidiary squares c3 and c5, Black prevents the white king from consolidating its position in the region of the h1 square. Of course, White can always return his king under the protection of the pawn at h7, but in this case he loses control over d7.

In this last variation, instead of 4 Qg3 White could have attempted to take his king to the Q-side by playing 4 Kg4. Then there would have followed: 4... Qg2+ 5 Kf4 Qh2+ 6 Ke4 Qg2+ (of course, 6... Qe2+ is simpler, but the text move also does not lose, although accuracy is required) 7 Kd3 Qh3+ (7... Qf3+ is bad because of 8 Qe3! Qf5+ 9 Qe4 Qh3+ 10 Kd4; but now 8 Qe3 is not possible due to 8... Qh7+) 8 Kd4 Qg4+! (the only move; 8... Qh4+ is bad due to 9 Kc5 Qf2+ 10 Kb5 Qf1+ 11 Ka5 etc.) 9 Ke3 Qh3+ 10 Kd2 Qg2+! 11 Kd1 Qg1+, and White's queen cannot come to the aid of the king, since it must defend the pawn.

Finally, if White plays 10 Kd4 Qg4+ 11 Kc5, there follows 11... Qc8+ 12 Kd6 Qb8+ 13 Ke6 Qe8+ 14 Kf6 Qd8+ 15 Kf5 Qd3+ 16 Kf4 (16 Qe4 Qh3+ 17 Kf6 Qh6+ 18 Kf7 Qh5+ 19 Kf8 Qc5+) 16... Qf1+ 17 Ke3 (156).

156

B



Queen against Queen

156. This position arose in a game **Azmaiparashvili-Andrianov** (Kapsukas, 1978). Black played 17 ... Qe1+ and gradually lost after 18 Kd4! Indeed, if 18 ... Qb4+, then 19 Kd3! Qb1+ (19 ... Qb3+ 20 Qc3) 20 Ke2 Qc2+ 21 Kf1 Qc1+ 22 Qe1 etc., while 18 ... Qd2+ 19 Kc4 Qc2+ is met by 20 Qc3! Qe2+ 21 Qd3 Qe6+ (21 ... Qg4+ 22 Qd4) 22 Qd5.

He could have drawn by 17 ... Qh3+! 18 Kd4 Qg4+ or 18 Kd2 Qg2+, as we have already seen. Also possible was 17 ... Qg1+ 18 Kd3 Qd1+ 19 Kc4 Qb3+ 20 Kc5 Qa3+ 21 Kb6 Qb3+ (bad is 21 ... Qb4+ 22 Ka6 Qc4+ 23 Ka5) 22 Kc7 Qc4+ 23 Kd8 Qh4+ 24 Ke8 Qa4+ etc.

Thus analysis shows that the horizontal pin (with the pawn at g7 and the white king at h7) leads to a draw only if two conditions are satisfied: if Black's queen is at d7 and his king is at a2.

At the same time we have established that the white queen is not as well placed at e5 as at d4. With his queen at d4 White wins irrespective of where the black king is—at b1 or a2, whereas with his queen at e5 he wins only if the black king is at b1. If the king is at a2, he is unable to win.

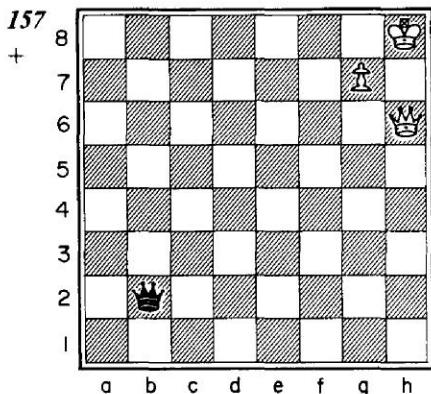
Let us once again emphasize the rule which we have found: *with the black king inside the a1-a2-b2-b1 square, the position of White's queen on the central d4 square is the main condition of success.*

We will now examine a number of positions in which, under the protection of the queen, the king hides behind the pawn, and the opposing queen pins the pawn along the diagonal.

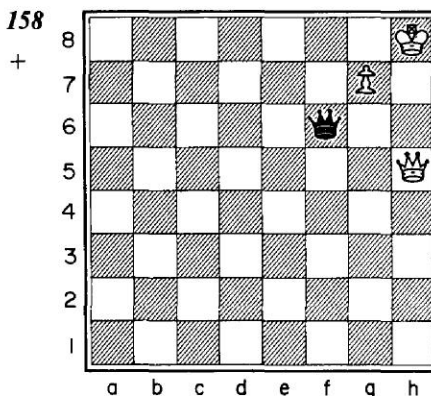
As before, the black king is on the squares **a1, a2, b1 and b2.**

157. The queen is badly placed at b2. Irrespective of where the black king is—at b1, a1 or a2, White wins by force:

King at **b1**: 1 Kh7 Qb7 2 Qg6+ Kb2 3 Qf6+ Kb3 4 Qe6+ Kb2 (4 ... Kb4 5 Qe1+ Kc4 6 Qc1+ and 7 Kh8) 5 Qe2+ Ka1 6 Qd1+ Ka2 7 Qc2+ Ka1 8 Qc1+ Ka2 9 Kh8, and White wins.



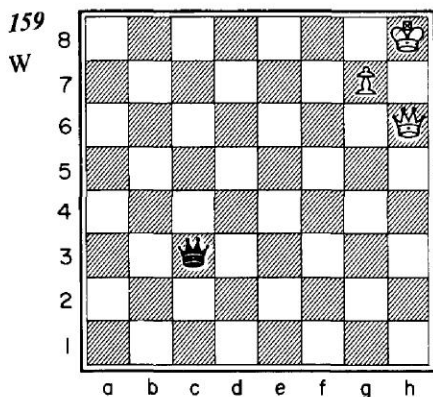
King at **a1 or a2**: 1 Qa6+ Kb1 2 Kh7 Qh2+ 3 Qh6 Qc7 4 Qd2! Ka1 5 Qd4+!, and the rest is already familiar.



158. The queen is also badly placed at f6. Here too, irrespective of where the black king is, White wins:

King at **b1**: 1 Kh7 Qe7 2 Qd1+ Ka2 (2 ... Kb2 3 Qd4+ and 4 Kh8) 3 Qd5+ Ka1 4 Kg6 Qe8+ 5 Kf6 etc.

King at **a1, a2 or b2**: 1 Kh7 Qe7, and the sequel depends on where the king is. With it at **a1** White wins by 2 Qd1+, as in the previous variation, with it at **a2** there follows 2 Qd5+ and 3 Kg6, while with it at **b2** the solution is rather longer: 2 Qb5+ Ka1 (2 ... Kc1 3 Qc6+ Kb1 4 Kg6, or 2 ... Ka3 3 Qd3+ Ka4 4 Qd4+ and 5 Kh8) 3 Qa4+ Kb1 4 Qd1+ Ka2 5 Qd5+ Kb1 6 Kg6 Qe8+ 7 Kf6.



with the king at b1—White wins
with the king at a1, a2 or b2—draw

159. The opposing king is badly placed at b1, and White can obtain a favourable position with a horizontal pin, as in example 157 (with the king at a1 or a2): **1 Kh7 Qc7 2 Qd2! Ka1 3 Qd4+**, and the rest is familiar.

The cause of Black's defeat was the position of his king. Had it been at a1, a2 or b2, White would have been unable to win.

For example, with the king at a1: **1 Qa6+ Kb2 2 Qb5+ Ka1 3 Qa4+ Kb2 4 Qg4 Ka1.**

The most exact, although 4... Ka2 is also possible. 4... Kbl is of course bad because of 5 Kh7. It would also be a mistake to play 4... Qf6 5 Kh7 Qf7 6 Qd4+ etc., but, on the other hand, also possible was 4... Qe5 5 Kh7 Qh2+ 6 Kg6 Qd6+ 7 Kh5 Qh2+ etc.

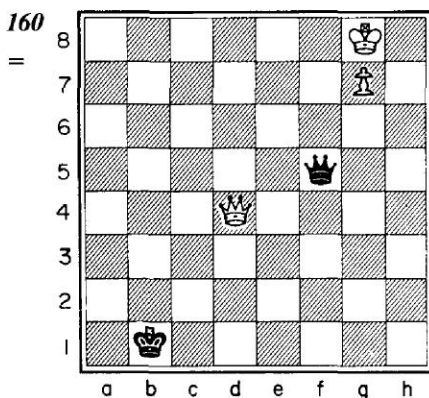
What can White do? With the king at a1 it is pointless for him to bring his king out: there will be nowhere to hide from the checks.

Let us try a different plan. We will place the queen in the centre, and bring the king out under its cover: **1 Qh1+ Kb2 2 Qe4 Ka1 3 Kh7 Qh3+ 4 Kg6 Qg3+ 5 Kf6 Qd6+ 6 Qe6 Qf4+ 7 Ke7 Qc7+ 8 Kf8** (no better is **8 Qd7 Qe5+ 9 Kd8 Qb8+**) **8... Qb8+ 9 Kf7 Qc7+ 10 Qe7 Qc4+ 11 Qe6 Qc7+ 12 Kg6 Qg3+ 13 Kh7 Qh4+ 14 Qh6 Qe4+ 15 Kh8 Qd4**, and Black has only improved the position of his queen.

Thus, for the diagonal pin the best squares for Black's queen are c3, d4 and e5, and the

best squares for his king are a1, a2 and b2.

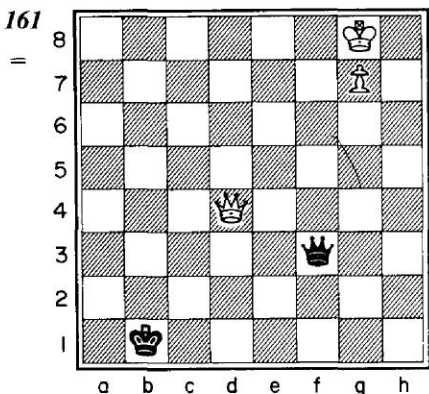
We will now make the acquaintance of two positions which are exceptions to the rule.



160. We know that in the ending with a g-pawn the queen is best placed at d4. Nevertheless it does not bring success in the given position, since on its own the king is unable to emerge from behind the pawn, and to help it to emerge White must significantly worsen the position of his queen.

The following continuation is possible: **1 Qb4+ Ka1 2 Kh8 Qe5**, and White does not stand any better. The transfer of the queen to f7 is also unsuccessful: **1 Qb6+ Ka1 2 Qa7+ Kb1 3 Qf7 Qc8+ 4 Kh7 Qh3+ 5 Kg6 Qg3+ 6 Kh6 Qe3+**, and White cannot escape from the perpetual check.

The following position, found by a computer, incidentally, has the same features.



Queen against Queen

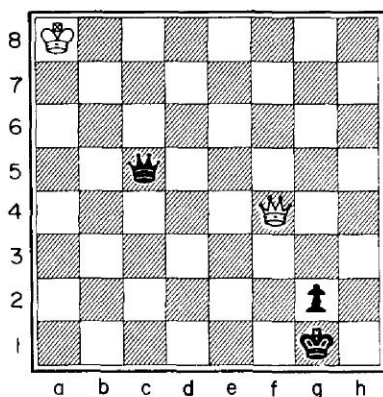
161. Here too Black waits for White to take positive action, since without the help of the queen the king cannot come out from behind the pawn.

It should be emphasized that the defence in this ending requires, firstly, knowledge, and, secondly, accuracy and care, since there are many pitfalls to be avoided. Here is one such example.

K. Grigorian-Bronstein
Vilnius, 1975

162

W



162. With colours reversed, we have a situation similar to example 160. **1 Kb8** or **1 Kb7** is sufficient for a draw, as is **1 Qf6**. But there followed **1 Qd2?? Qc6+!**, and White resigned, since any king move is met by **2 ... Kh1**.

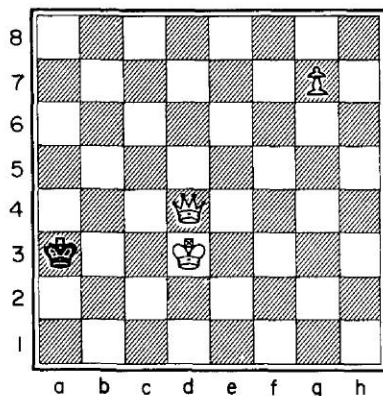
To complete the picture, we will now consider the case where the white queen is at **d4**, and the black king has moved off the squares **b1** and **a2**. On the basis of previous analysis, it may be assumed that here the stronger side's task will be easier.

163. Here White has several possible king routes. He has possible shelters at **g3** and **g1** (followed by setting up position 135), as well as **c2**. But in moving his king he should always remember about stalemating threats. We will consider a few sample continuations:

(a) **1 ... Qb1 + 2 Kd2 Qa2 + 3 Kd1.**

163

B



win for any position of the black queen

But why not the natural **3 Kc1**? In this case Black is saved by **3 ... Qc4+!**

3 ... Qb1 + 4 Ke2 Qa2 + 5 Kf3.

It appears that **5 Qd2** is immediately decisive, but in fact after **5 ... Qf7** things are more difficult for White.

5 ... Qf7 + 6 Kg3 Qg6 + (**6 ... Qb3 + 7 Kh4 Qe6 8 Qa7 +** and **9 Qb8 +**; if instead **7 ... Qg8 8 Kg5 Qb3**, then again **9 Qg4**) **7 Qg4 Qd6 + 8 Kf2 Qc5 +** (**8 ... Qd2 + 9 Qe2**, winning) **9 Kg2 Qc2 + 10 Kh3 Qh7 + 11 Kg3 Qg8 12 Kh2 Ka2 13 Kg1**. Similar variations have been considered in the analysis of example 135.

(b) Let us try preventing the king from reaching **g3**: **1 ... Qg6 + 2 Kd2 Qg2 + 3 Kd1 Qf1 + 4 Kc2! Qg2 + 5 Qd2! Qxg7 6 Qa5** mate.

The reader can check for himself the remaining continuations.

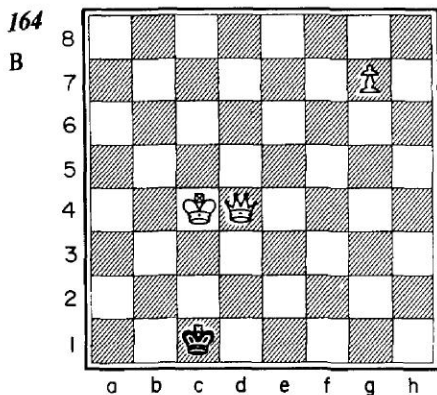
(c) The only way to prevent the rapid occupation of **c2** or **g3** by the king is **1 ... Qd1 + 2 Ke4! Qg4 +**.

If **2 ... Qh1 +**, then **3 Kf4! Qh4 + 4 Ke3 Qe1 + 5 Kf3 Qh1 + 6 Kg3! Qe1 + 7 Kg2 Qe2 + 8 Qf2**, and wins.

3 Kd5 Qd7 + 4 Kc4! Qa4 + 5 Kc3 (having described a circle around the queen, the king nevertheless breaks through to **g3**) **5 ... Qb3 + 6 Kd2 Qa2 + 7 Kd1**, winning as in variation 'a'.

Queen and Pawn against Queen

It is interesting that White has a similar win when the black king is at c1.



win for any position of the black queen

164. Here the shelter squares are b3 and c7. We will consider a few positions of the queen:

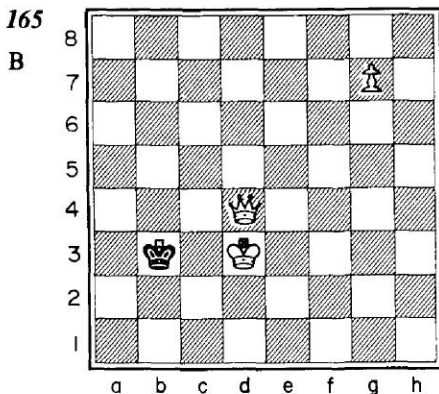
(a) 1 ... Qa2+ 2 Kb4 Qb1+ 3 Kc5! (3 Ka3? Qd3+!) 3 ... Qf5+ 4 Kd6 Qg6+ 5 Kc7 Qf7+ (if 5 ... Qg3+, then 6 Kd7 Qh3+ 7 Kd8, and the checks finish) 6 Kf8 Kc2 (6 ... Qg8+ 7 Kc7 and 8 Qg4 etc.) 7 Qc5+ Kb2 8 Qg5! Qg8+ 9 Ke7 followed by 10 Qg6 and 11 Qf7.

(b) 1 ... Qf7+ 2 Kb4 Qb7+ 3 Ka4 Qa6+ 4 Kb3 Qb7+ 5 Qb4! Qxg7 6 Qe1 mate.

(c) 1 ... Qa4+ 2 Kd5 Qd7+ (if 2 ... Qa8+, then 3 Kd6 Qd8+ 4 Kc5 Qa5+ 5 Kc6 Qa8+ 6 Kc7 Qa5+ 7 Kb7 Qb5+ 8 Qb6 Qg5 9 Qc7+ Kbl 10 Ka8! Qg4 11 Qb8+ Ka1 12 g8=R, winning as in position 142) 3 Ke4 Qg4+ 4 Kd3 Qd1+ 5 Kc3 Qc2+ 6 Kb4 Qb1+ 7 Kc5, joining variation 'a'.

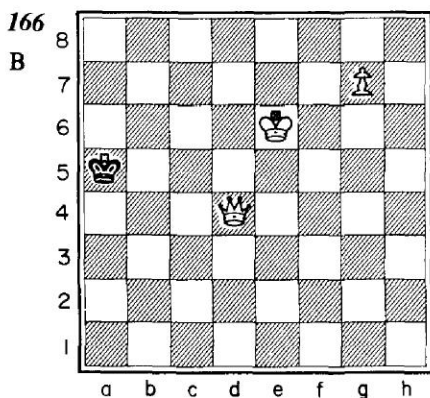
With the black king at b3 or c2 White wins slightly differently, since his king is deprived of the squares c2 and b3. Here the king march to g3 (black king at b3) or to c7 (black king at c2) is decisive.

165. We will give only the main continuation: 1 ... Qg6+ 2 Kd2 Qg2+ 3 Ke1 Qg3+ 4 Kf1 Qh3+ (if 4 ... Qf3+, then 5 Qf2! Qd1+ 6 Kg2, winning) 5 Kf2 Qh2+ 6 Kf3 Qh3+ 7



win for any position of the black queen

Kf4 Qh4+ 8 Ke5 Qe7+ 9 Kf5 Qf7+ 10 Kg5 Qe7+ 11 Kg4 Qe6+ 12 Kg3 Qg6+ (12 ... Qe1+ 13 Kg2 Qe2+ 14 Qf2) 13 Qg4! etc.



win for any position of the black queen

166. White wins by using familiar procedures. Here there are three shelter squares: the main one at e6, and two subsidiary ones at c6 and g5. We will check the position at e6:

(a) 1 ... Qc6+ 2 Qd6 Qe8+ 3 Kf6 Qg8 4 Qf8.

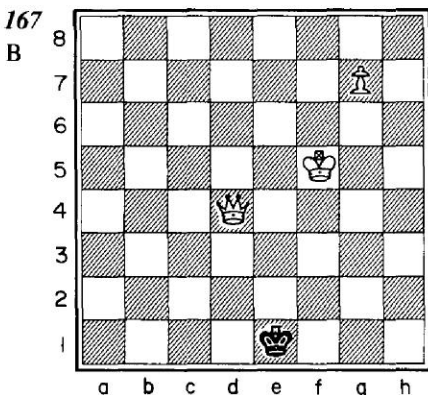
(b) 1 ... Qc8+ 2 Qd7 Qg8+ (2 ... Qa6+ 3 Qd6! Qc8+ 4 Kf6) 3 Kf6 Qa8 (3 ... Kb4 4 Qe7+ and 5 Qf8) 4 Qf5+ Ka6 5 Qe6+, and White wins.

(c) 1 ... Qg6+ 2 Qf6 Qe8+ 3 Kf5 Qg8 4

Queen against Queen

Kg6 Qe8 + 5 Kh6 Qg8 6 Qc6 Kb4 7 Kg6 Ka5 8 Kf6, and wins.

White wins very simply when the black king is at **e1**, **a6** or **f1**.



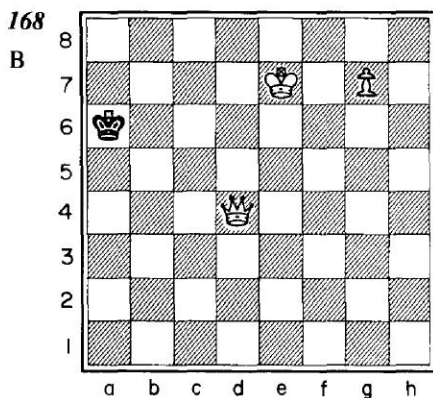
win for any position of the black queen

167. Possible continuations are:

(a) **1 ... Qf3 + 2 Qf4 Qh5 + 3 Kf6 Qh7 4 Qg3 +.**

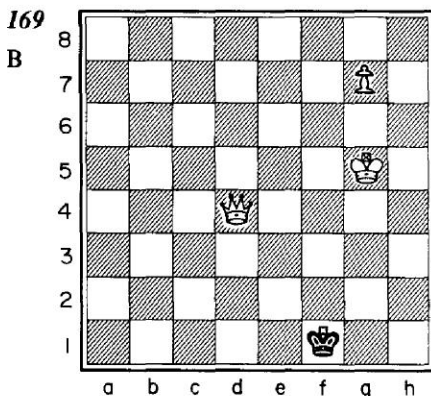
(b) **1 ... Qh3 + 2 Qg4 Qh7 + 3 Kf6 Qg8 4 Qe6 +.**

(c) **1 ... Qf7 + 2 Qf6 Qh5 + 3 Ke6 Qg4 + 4 Kf7 Qh5 + 5 Kf8.**



win for any position of the black queen

168. The main continuation is: **1 ... Qe2 + 2 Kd8 Qa2! 3 Qf6 + Kb7 (3 ... Ka7 4 Ke8 Qa4 + 5 Kf8) 4 Ke7 Qa3 + 5 Kf7 Qa2 + 6 Qe6 Qf2 + 7 Ke8!**



win for any position of the black queen

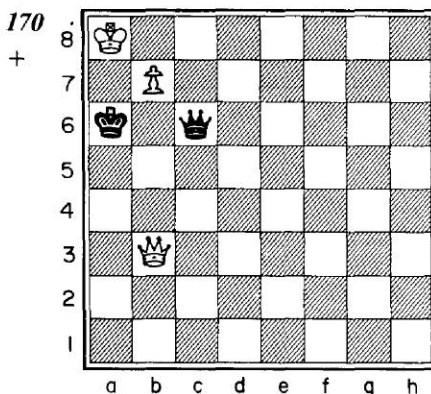
169. **1 ... Qb5 + (1 ... Qg2 + 2 Qg4) 2 Kh4 Qb3 3 Qf4 + Ke2 4 Qg4 +.**

Thus we have seen that, with his queen strongly centralized at d4, White does not have to fear the threat of perpetual check, since he almost always finds a shelter for his king. To each position of the black king there are certain corresponding shelter squares, and by moving his king to them White decides the game.

Strictly speaking, we should also check all the remaining positions of the black king, but on the basis of the preceding analysis the reader will be able to do this himself.

In conclusion we give two study positions.

van Vliet, 1888



Queen and Pawn against Queen

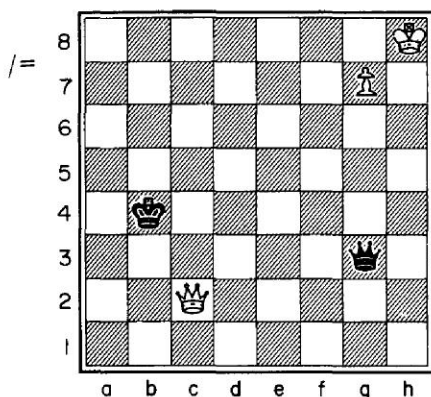
170. White has a clever win by 1 Qb4!, when there are three possible queen moves:

(a) 1 ... Qd5 (1 ... Qf3) 2 Qa4+ Kb6 3 Qb3+!! Qxb3 4 b8=Q+.

(b) 1 ... Qg2 2 Qa3+ Kb6 3 Qb2+!, and the situation is repeated.

(c) 1 ... Qh1! 2 Qa3+ Kb6 3 Qb2+ Kc7 (3 ... Ka6 4 Qa2+ and 5 Qb1+) 4 Qh2+!! Qxh2 5 b8=Q+.

Lolli, 1763



171. Up till now we have considered positions where the appearance of a new queen (or rook) concluded the game in favour of the stronger side, since the king was then able to hide from the checks. This position illustrates an exceptional case where, thanks to the opposing king being in the corner, Black is saved by perpetual check:

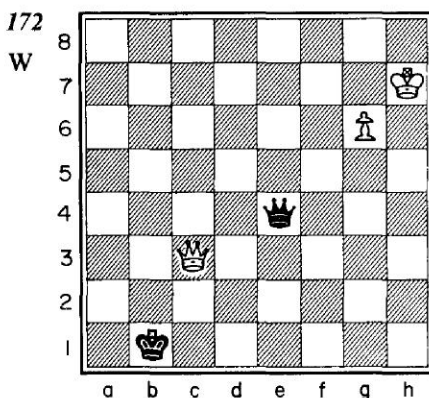
1 ... Qh4+ 2 Qh7 (if 2 Kg8 Qd8+ 3 Kf7 Qd7+ 4 Kf6 Qd4, and the king has nowhere to hide) 2 ... Qd8+! 3 g8=Q Q Qf6+ 4 Qhg7 Qh4+ 5 Q8h7 Qd8+, with a draw.

2.232 Pawn on the 6th rank

Theorists have not yet come to a definite conclusion as to how the game should finish with a knight's pawn on the 6th rank.

Here we will acquaint the reader with the main ideas and basic plans which are recommended by the specialists in such endings.

A stimulus to theoretical analysis was provided by the following position:



172. In this position the game **Lyavdansky-Volovich** (match Moscow-Leningrad, 1968) was left unfinished, and the chief arbiter of the match Lyev Polugayevsky had to adjudicate it. And the outcome of the match depended on the result: a win for White would mean victory for Leningrad, while a draw would mean that the match too would end in a draw.

But how can a position be adjudicated if theory is unable to give a clear-cut assessment? Not surprisingly, the chief arbiter declined to adjudicate it, and theorists immediately set about analysing it.

What is the problem here? It is that White must not only advance his pawn one square, but in doing so he must occupy an active position with his queen (usually d4). Black's task is to try to prevent the opponent from doing both of these things simultaneously. The best place for the black king is in the region of the a1 corner: a1, a2, b1 or b2. Here it is least likely to be checked, and hence it least of all interferes with its queen. Also significant is the fact that in certain cases stalemating situations can arise. Black's queen must, on the one hand, watch the pawn, and on the other hand worry the enemy king, while simultaneously controlling important squares in the centre, especially on the a1-h8 diagonal.

Queen against Queen

After this brief introduction we can look at the main analyses and practical examples.

In 1969, i.e. the year following the aforementioned Moscow-Leningrad match, the Leningrad master Lisitsin published an article in the weekly 64, in which he asserted that in the diagram position White had a plan which wins by force. To do this he has to:

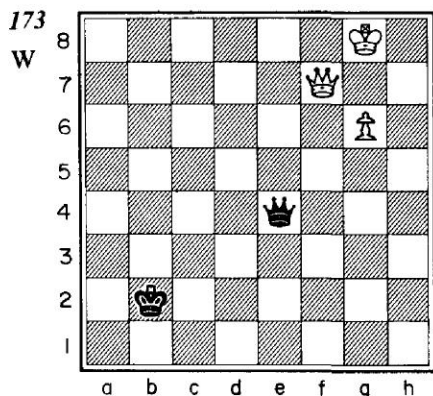
(a) first transfer his queen to a6 and king to a7, as a result of which both pieces will be on the file adjacent to that on which the opposing king stands;

(b) then, using the threat to exchange, drive the black king out of the a1-a2-b2-b1 square.

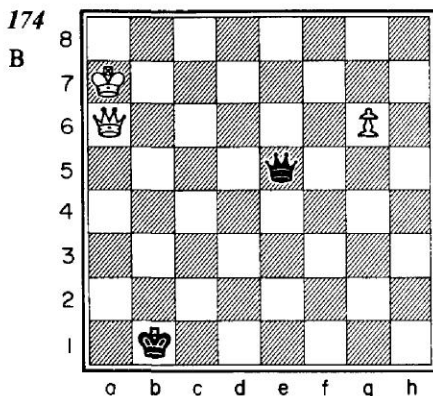
In Lisitsin's opinion, it is not difficult to carry out this plan. Here is his analysis:

1 Qb3+ Ka1 2 Qa3+ Kb1 3 Qd6 Ka1 4 Kg8 Qa8+ 5 Kf7 Qb7+ 6 Ke6 Qb3+ (6... Qc8+ 7 Kf6 Qh8+ 8 Kf7) 7 Qd5 Qb6+ (no better is 7... Qh3+ 8 Kf7 Qf1+ 9 Ke8 Qe2+ 10 Kd8) 8 Kf5 Qf2+ (on 8... Qb1+ there follows 9 Kg5 Qc1+ 10 Kh5) 9 Kg5 Qg1+ 10 Kf6 Qf2+ 11 Qf5 Qb6+ 12 Kg7 Qb7+ 13 Qf7 Qe4 14 Qa7+ Kb1 15 Qb6+ Ka1 16 Qa6+ Kb1 17 Kf7 Qd5+ 18 Ke7 Qe5+ 19 Kd8 Qh8+ 20 Kc7 Qg7+ 21 Kb8 Qh8+ 22 Ka7 Qe5 23 Qb7+ Ka1 24 Qa8! Qd4+ 25 Kb8+ Kb2 26 Qb7+ Kc2 27 g7, and White wins.

The first test of Lisitsin's plan came in the game **Podgayets-Shamkovich** (Volgograd, 1969), in which the following position arose:



173. The sequel was: **1 Qf6+ Ka2 2 Qa6+ Kb2 3 Kf7 Qd5+ 4 Ke7 Qe5+ 5 Kd7 Kb1 6 Kc8 Qf5+ 7 Kb8 Qe5+ 8 Ka7 (174).**



174. Thus White has carried out the first part of his plan, but on the other hand Black has obtained this position with him to move, which, incidentally, was also possible in Lisitsin's analysis, if there instead of 21... Qh8+ he had played 21... Qe5+, which is of course stronger.

What should Black do now? If he makes a waiting move with his king, White plays 'à la Lisitsin' 9 Qb7+ and 10 Qa8. Therefore Black tried to keep his queen on the file of the pawn and replied 8... Qg5. Now White is able to improve the position of his queen with gain of tempo:

9 Qd3+ Ka2 10 Qc2+ Ka1 11 Qa4+ Kb1 12 Qe4+ Ka2.

White has had some obvious success: he has occupied the important e4 square with gain of tempo, depriving the opposing king of a1 and b2. If the king should step onto one of these squares, White has a decisive check at d4 followed by g6-g7, obtaining a familiar won position.

But the struggle is not yet over: the king still has to find a shelter from the checks. White seeks it on the 2nd rank, aiming to exploit the position of the enemy king.

13 Ka6 Qf6+ 14 Kb5 Qg5+.

Couldn't Black have improved the position

Queen and Pawn against Queen

of his king here by playing 14... Kc1? No, he couldn't! In this case White would have won as follows: 15 Qa4+ Kb1 16 Qb4+ Ka1 17 Qa5+ Kb1 18 Qb6! Qg7 (18... Qg5+ or 18... Qe5+ is bad because of 19 Kc6+) 19 Kc4+ Kc1 20 Qe3+ Kc2 21 Qd3+, exchanging queens.

15 Ka4 Qg1 (if 15... Qf6, then again 16 Kb4, continuing the march down the board) **16 Kb4 Qb6+ 17 Kc4 Qc7+.**

No better is 17... Qb3+ 18 Kc5 Qa3+ 19 Kd5 Qa5+ 20 Kc4 Qa4+ 21 Kd3 Qd1+ 22 Kc3 Qa1+ 23 Kd2, and when the queen moves away on the diagonal there follows 24 Qc2+ and 25 Qc3+, exchanging queens.

18 Kd3 Qd6+ (if 18... Qd7+, then 19 Kc3! Qh3+ 20 Qd3 Qh8+ 21 Qd4! Qh3+ 22 Kb4 Qb3+ 23 Ka5, winning) **19 Kc2 Qf6** (19... Qh2+ 20 Kf1) **20 Qg2!** (the ambush is a typical procedure in this ending!) **20... Qg7.**

Black switches to passive defence. Did he not have anything better? Novotyel'nov gives the following variations, demonstrating that the win for White is inevitable:

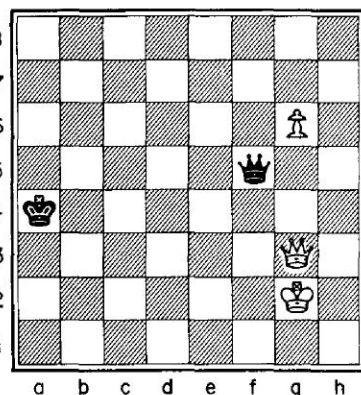
(a) 20... Qa6+ 21 Kd2 Ka1 (totally bad is 21... Qa5+ 22 Kc1+ Ka3 23 Qb2+, when White exchanges queens) 22 Qh1+ Ka2 23 Qd5+ Ka1 24 Qd4+ Ka2 25 g7 etc. Instead of 22... Ka2, more tenacious is 22... Kb2, but then White wins as follows: 23 Qc1+ Ka2 24 Qc2+ Ka1 25 Qc3+ Ka2 26 g7 Qh6+ (26... Qd6+ 27 Kc1) 27 Kc2! Qh7+ 28 Qd3 Qh2+ 29 Qd2.

(b) 20... Qe5+ 21 Kf3+ Ka3 22 Qg3 Qf5+ (or 22... Qd5+ 23 Kg4+ Kb2 24 Qf2+ Kc1 25 Qf4+ Kb2 26 Qf6+, with the unavoidable exchange of queens) 23 Kg2+ Ka4 (175).

175. The only move, but now, thanks to the unfortunate position of the opponent's king, White wins by 24 g7 followed by taking his king to h5, without allowing a check from h7. For example: 24... Qe4+ 25 Kh3 Qh1+ 26 Kg4 Qd1+ 27 Kf5 Qd7+ (weaker is 27... Qc2+ 28 Kg5 Qc5+ 29 Kh4 Qe7+ 30 Kh3) 28 Kf6 Qd8+ 29 Kg6 Qe8+ 30 Kg5 Qd8+ 31 Kh5 Qd5+ 32 Qg5 Qf7+ 33 Kg4

175

W



Qe6+ 34 Qf5 Qe2+ 35 Qf3 Qe6+ 36 Kg3 Qe1+ 37 Kh3, and wins.

After 20... Qg7, on the other hand, the game ended very quickly:

21 Kd3+ Ka3 22 Qa8+ Kb2 23 Qb8+ Ka1 24 Qd6.

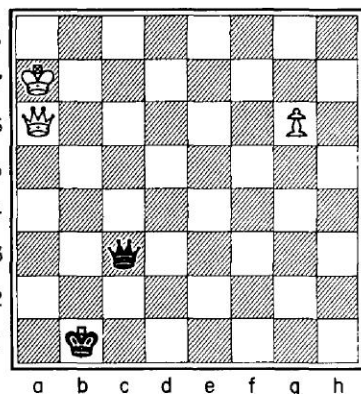
Black could essentially have resigned here, since there is no defence against 25 Qd4+. The finish was: **24... Qg8** (24... Qb7 is the most tenacious) **25 Qa3+ Kb1 26 Qb4+ Ka1 27 Qc3+ Kb1 28 Qc2+ Resigns.**

Slightly later a detailed analysis of this ending was published by another Leningrad master—Novotyel'nov (*Shakhmatny Bulletin*, No. 7, 1970). He concluded that the cause of Black's defeat was his poor 8th move 8... Qg5, and that correct was 8... Qc3 (176).

Novotyel'nov, 1970

176

W



176. In this case, in Novotyel'nov's opinion, all White's attacking attempts are unsuccessful:

9 Qb5+ Ka2 10 Qa4+ Kb1 11 Qe4+ Ka1 (now activating the king fails to win) 12 Kb6 Qb3+ 13 Kc5 (if 13 Ka5, then 13... Qc3+ 14 Ka4 Qc2+!, with a draw) 13... Qc3+ 14 Kd5 Qb3+ 15 Ke5 Qg3+ 16 Kd4 (nothing is promised by 16 Kf5 due to the same 16... Qf2+) 16... Qf2+ 17 Kc3 Qc5+ 18 Kd2 Qf2+ 19 Kd1 Qg1+! 20 Ke2 (20 Qe1 Qxg6) 20... Qh2+ 21 Kf1 Qh3+ 22 Ke2 (perpetual check follows from 22 Qg2 Qd3+ 23 Kg1 Qd4+ 24 Qf2 Qg4+) 22... Qh2+ 23 Kd3 Qg3+ 24 Kd4 Qf2+.

Incidentally, 24... Qd6+ is also sufficient. Now, however, White has an interesting possibility: 25 Qe3 Qf6+ 26 Qe5 Qxg6 27 Kc3, with dangerous threats. But by 27... Qb1 or 27... Qb6 Black succeeds in defending.

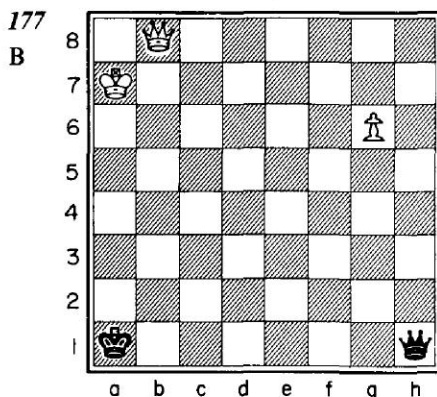
25 Kc5 Qc5+ 26 Kf6 Qb6+ 27 Qe6 Qd8+ 28 Kg7 Qc7+ 29 Qf7 Qc5, and we have come full circle.

Novotyel'nov's conclusions were disputed by yet another Leningrad master—Faibisovich (*Shakhmatnyy Bulletin*, No. 2, 1971). He doubted whether Black's position could be improved by taking his queen away from the pawn, since this allows the white queen complete freedom. Faibisovich thought that White should continue 9 Qb7+ Ka1 10 Ka8!, vacating a7 for his queen. He now threatens 11 Qa7+ Kb1 12 g7 with a quick win, and therefore Black cannot wait. He has to play 10... Qh8+ 11 Qb8 Qh1+ 12 Ka7 (177).

177. Who has gained the more? White has not managed to place his queen at a7, but on the other hand the black queen has occupied a poor position. This latter factor proves decisive. If, for example, 12... Qg1+ 13 Qb6 Qg4 (14 Qd4+ was threatened), the most exact is 14 Qf6+, and on any move by the king—15 g7 (Faibisovich considered 14 Qa6+ Kb1 15 Ka8 etc., which takes longer).

If instead Black plays 12... Qd5, the simplest is 13 Qa8! 'à la Lisitsin', for example:

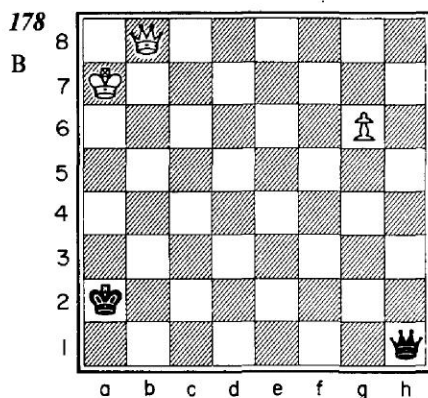
Faibisovich, 1971



13... Qd6 14 g7! Qc7+ 15 Qb7 Qc5+ 16 Ka8, winning.

But Black had a more tenacious defence—instead of 9... Ka1 he could have played 9... Ka2. The subsequent play is the same: 10 Ka8! Qh8+ 11 Qb8 Qh1+ 12 Ka7 (178).

Faibisovich, 1971



178. If now Black continues, as in the previous position, 12... Qg1+, after 13 Qb6 he has to switch to the flank defence by 13... Qg5, when White carries out the familiar queen manoeuvre: 14 Qa6+ Kb2 15 Qe2+ Ka1 (15... Kc3 16 Qe4) 16 Qd1+ Ka2 17 Qa4+ Kb1 18 Qe4+ Ka2, and then takes his king to the 2nd rank, as occurred in the Podgayets-Shamkovich game.

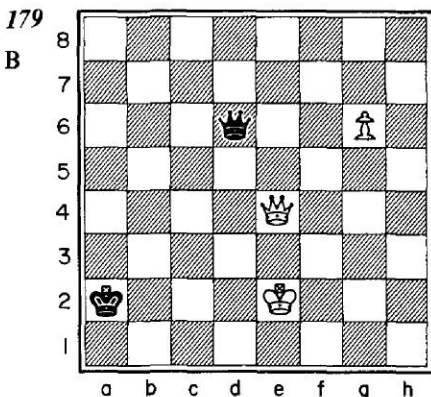
Queen and Pawn against Queen

Thus, in the opinion of Faibisovich, by 8 ... Qc3 Black can merely delay his defeat, but not more.

Is there not a contradiction here? After all, at the very start we said that theorists had not yet come to a definite conclusion as to how the game should end when there is a knight's pawn on the 6th rank.

Indeed, only very recently some additional finesses have been found, casting doubts on Lisitsin's assertion.

Let us return, for example, to the position which arose in the analysis of the Podgayets-Shamkovich ending after White's 19th move.



179. Black played 19 ... Qf6, when White gained a decisive advantage by 20 Qg2, creating two simultaneous threats: a discovered check and 21 g7. Black's misfortune is that he cannot play 20 ... Ka1 due to 21 Qf1+, exchanging queens. But this means that the queen move to f6 was an obvious mistake, and that correct was 19 ... Ka1!, with a timely removal of the king from the dangerous rank.

One gains the impression that White is unlikely to be able to improve his position here. If 20 Qh1 + Ka2 21 Qg2, then again 21 ... Ka1!, when 22 g7 leads only to perpetual check.

No better is 20 Qa4 + Kb2 21 Qb5 + Kc2 22 Qc4 + Kb2 23 Qg4 Ka1!, when 24 g7 again leads to perpetual check.

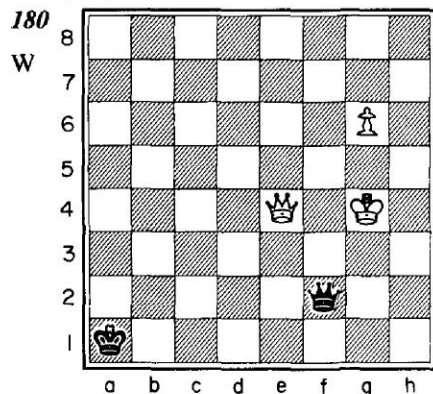
Finally, if 20 g7, then 20 ... Qh2 + 21 Kd1 Qh5+ (or 21 ... Qd6+, but not 21 ... Qg1+? 22 Qe1!, and White wins) 22 Kc2 Qc5 + 23 Kb3 Qa3+!, with a draw.

If instead 20 Kf1, then 20 ... Qf6 + 21 Kg2 Qg5 + 22 Kf3 Qh5 + 23 Kf4 Qh4 + 24 Kf5 Qf2 + 25 Ke6 Qb6+, and it would seem that the best White has is again to hide his king behind the pawn.

In the analysis of position 178 there is one further dubious point. Instead of 12 ... Qg1 + Black has the interesting reply 12 ... Qa1!, in turn setting up an ambush with his own queen. In this case Faibisovich gives even two winning paths. Here is the first of them: 13 Qh2 + Kb1 + 14 Kb8 Qf6 15 Qh1 + Ka2 16 Qa8 + Kb1 17 Qb7 + Ka1 18 Qa7 + Kb1 19 Qf7 etc.

Here the analysis terminates, but let us continue it with 19 ... Qe5+. If 20 Qc7, then 20 ... Qe8 + 21 Kb7 Qe4 + 22 Qc6 Qe7 + 23 Kb6 Qe3 + 24 Ka6 Qa3+, and no progress by White is apparent, while after 20 Ka8(c8) Qh8+ he has to solve a difficult problem: how to hide his king from the checks?

The second path is also unclear: 13 Ka6 Qc3 14 Qh2 + Ka1 15 Qh1 +! Kb2 16 Qe4. Here Black can continue 16 ... Qa3 + 17 Kb5 Qb3+! 18 Kc5 (an immediate draw results from 18 Qb4 Ka1!) 18 ... Qc3 + 19 Kd6 (19 Kd5 Qa5 + 20 Ke6 Qb6 + 21 Kf5 Qf2 + 22 Kg4 Ka1! comes to the same thing) 19 ... Qa3 + 20 Ke5 Qc5 + 21 Kf4 Qf2 + 22 Kg4 Ka1! (180).



180. How is White to continue here? For example: **23 Qe5+ Ka2! 24 g7 Qg2+ 25 Qg3 Qe4+ 26 Kh3 Qh7+ 27 Kg2 Qe4+**, and he has no way of winning. If his king goes to hide itself behind the pawn, this leads to the familiar drawn position 155 with the king at a2.

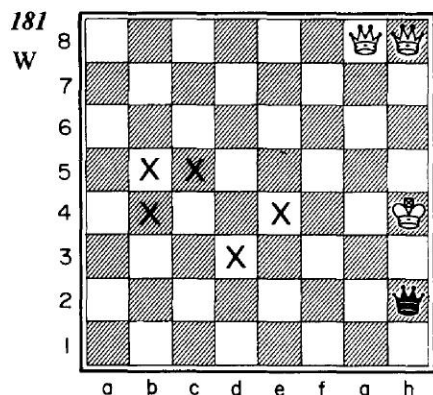
Thus for the moment we are unable to state that with a knight's pawn on the 6th rank White wins.

2.24 Rook's pawn

The theory of this ending began to be developed only very recently, thanks largely to the efforts of the Swiss problem composer Fontana. It is considered that with a rook's pawn the winning chances are slightest, since such a pawn can cover the king only against checks from the rear.

However, with the pawn on the seventh rank a number of positions have been found where the stronger side wins. Before beginning an analysis of this endgame, it will be useful to make the acquaintance of two important final positions, in which the stronger side succeeds in queening his pawn, but, due to the unfortunate placing of the queens, the opponent is able to give perpetual check.

Fontana, 1968
Averbakh, 1981



181. Here Black has a draw only if his king is at d3, e4, b5, b4 or c5.

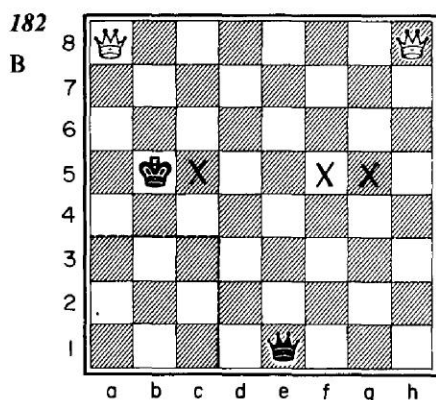
For example, with the king at b5: **1 Kg4 Qg2+ 2 Kf4 Qf2+ 3 Ke4 Qe2+ 4 Kd4 Qd2+ 5 Ke5 Qb2!**

The only move. Bad is **5 ... Qc3+ 6 Kf4! Qc1+ 7 Kf3 Qf1+ 8 Ke3 Qe1+ (8 ... Qc1+ 9 Kf2 Qd2+ 10 Kg1 Qe1+ 11 Kh2 Qd2+ 12 Qg2 Qf4+ 13 Qg3 Qd2+ 14 Kh3 Qd7+ 15 Kh4, winning) 9 Kd3 Qd1+ 10 Kc3 Qc1+ 11 Kb3 Qc4+ (11 ... Qd1+ 12 Ka2 Qa4+ 13 Kb2) 12 Kb2 Qe2+ 13 Ka3 Qe7+ 14 Ka2 Qa7+ 15 Kb1, and White wins.**

5 ... Qe3+ comes to the same thing after **6 Kd5 Qc5+** (or **6 ... Qb3+**) **7 Ke4 Qc2+ 8 Kf3** etc.

6 Ke6 Qa2+! (bad is **6 ... Qb3+ 7 Kd7 Qd3+ 8 Kc7! Qc2 9 Kb8) 7 Kd7 Qa7+**, and White's king is unable to avoid perpetual check.

Fontana, 1967
Averbakh, 1981



182. Black draws by perpetual check if his king is at b5 or c5 (or, symmetrically, at g5 or f5), and if he is able to prevent the white king escaping from the indicated zone (or, symmetrically, the corresponding zone on the K-side). We will consider the position with the white king at b2.

1 ... Qe2+!

The only move, the alternatives being bad:

Queen and Pawn against Queen

- (a) 1 ... Qb4+ 2 Kc2.
 (b) 1 ... Qd2+ 2 Kb3 Qd1+ 3 Ka2.
 (c) 1 ... Qf2+ 2 Kb3 Qf7+ 3 Kc3 Qc4+ (3 ... Qc7+ 4 Kb2) 4 Kd2 Qf4+ 5 Ke2 Qc4+ 6 Ke3 Qc1+ 7 Ke4 Qc2+ 8 Ke5 Qc3+ 9 Ke6, and there are no more checks.

7 ... Qe1+ is more tenacious, on which there follows 8 Kf5 Qf2+ 9 Ke6 Qb6+ 10 Kd5 (but not 10 Kd7 Qd4+!!, and the king has to carry on running, since 11 Qxd4 gives stalemate) 10 ... Qc5+ 11 Ke4 Qc2+ 12 Ke5 Qc3+ 13 Ke6.

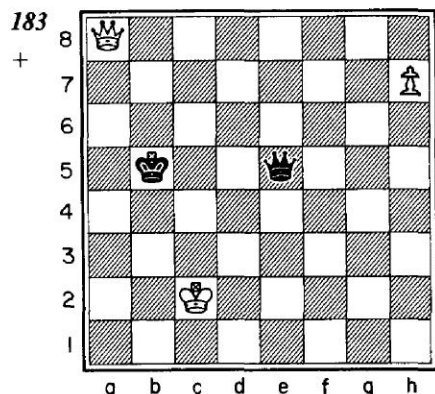
2 Kb3 Qc4+ 3 Ka3 Qd3(b4)+ 4 Ka2 Qc4+ 5 Ka1 Qf1+ 6 Kb2 Qe2+ 7 Kb1 Qf1+ 8 Kc2 Qe2+ 9 Kc1 Qe1+ 10 Kc2 Qe2+ 11 Kc3 Qe3+. Draw.

Had Black's king been at c5, 1 ... Qe2+ would again have been the only move to draw: 2 Kb3 Qc4(e6)+ etc. Bad again would have been 1 ... Qd2+ 2 Kb3 Qd1+ (2 ... Qb4+ 3 Kc2) 3 Ka2 Qc2+ 4 Qb2 Qc4+ 5 Qb3 Qe2+ 6 Ka3.

Thus we have established that in this ending the queening of the pawn does not always ensure success, and the result depends on the placing of the kings.

The following study on this theme is highly instructive.

Fontana, 1967



183. The immediate 1 h8=Q would be a mistake due to 1 ... Qe2+, with a draw. The win is achieved by:

1 Qb7+! Ka5.

1 ... Kc5 is met by 2 Qc8+ and 3 h8=Q, while after 1 ... Ka4(c4) 2 Qb3+ White exchanges queens.

2 Qa7+ Kb5 3 Qd7+ Kb4! 4 Qd2+ Ka4!

Black finds a subtle defence. Weaker is 4 ... Kb5 5 Qd3+ Kb6 6 Qb3+ Ka6 7 Qa3+ and 8 Qb2+, when the queens are exchanged.

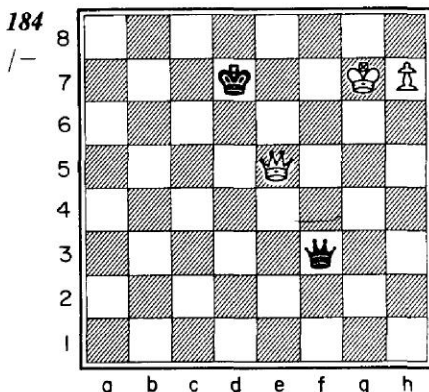
5 Kb1! (an excellent move; White threatens to exchange queens) 5 ... Qb5+ 6 Kc1 Qc4+! 7 Qc2+ Ka3 8 h8=Q, and White wins. For example: 8 ... Qf1+ (8 ... Qf4+ 9 Qd2 Qf1+ 10 Kc2) 9 Qd1 Qc4+ 10 Kb1 Qb4+ 11 Ka1 Qd4+ 12 Qdxd4!

We will begin a systematic study of this type of ending with a practical example, demonstrating some of the possibilities available to the stronger side.

Czerniak-Ivkov

Belgrade, 1954

(with flanks reversed)



184. Black has only two checks. If, for example, 1 ... Qg4+ 2 Kf6! Qh4+ 3 Kg6 Qg4+ 4 Qg5 Qe6+ 5 Kg7, and the checks finish. Therefore he played:

1 ... Qg2+ 2 Kh6 Qc6+.

Black loses more quickly after 2 ... Qh1+ 3 Kg6 Qg2+ 4 Qg5, joining the main variation.

3 Kh5 Qf3+ 4 Kg6! Qg2+ 5 Qg5 Qc6+ 6

Queen against Queen

Qf6 (White does not immediately find the correct plan) **6... Qg2 + 7 Qg5 Qc6 + 8 Kg7! Qc3 + 9 Qf6 Qg3 + 10 Kf8 Qb8 + (10... Qa3 + 11 Kg8 Qa8 + 12 Qf8) 11 Kf7 Qb3 + 12 Kg6! Qg3 + 13 Qg5.**

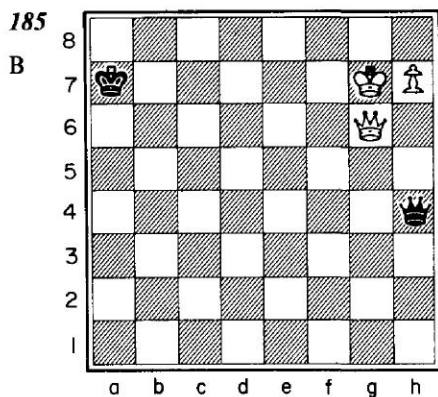
By subtle manoeuvring with his king, White has forced the black queen onto less favourable diagonals. Remember this manoeuvre! It is typical of this type of ending.

13... Qd6 + 14 Kf7!, and Black resigned, since **14... Qe6 +** is met by **15 Kg7**, and **14... Qd4** by **15 Qg7**.

Of course, White's task was made easier here by the poor position of the black king.

We will now examine a position where the black king is again on the 7th rank, but further away from the pawn.

from Stalysoraitis, 1980



185. In this position too White succeeds in forcing the opposing queen onto less favourable diagonals.

1... Qd4 + 2 Qf6 Qg4 + 3 Kf7 Qc4 + (3... Qh5 + 4 Kg8 Qe8 + 5 Qf8) 4 Qe6!

The queen has occupied an important square, from where it can easily come to the aid of the king, to defend it against checks.

4... Qf4 + 5 Kg7 + Qd4 +.

There is nothing better. If **5... Qg5 +**, then **6 Kf8 Qd8 + 7 Kf7 Qh8 8 Qe7 +**, exchanging queens next move.

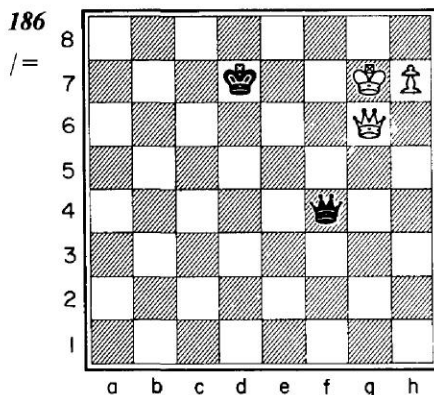
Or **5... Qg3 + 6 Kf8 Qb8 + (if 6... Qc3,**

then **7 Qf7 + Ka6 8 Qg6 + Ka5 9 Qh5 +**, while on **7... Ka8** White has the immediately decisive **8 Qg8 7 Qe8 Qb2 8 Qf7 +**, and White wins.

6 Kg8! Qg1 + (6... Qd8 + 7 Kf7 has already been considered) **7 Kf8 Qd4 8 Qf7 +**, and White wins.

In general, it can be said that the position of the black king on the 7th rank can in no way be called good.

Averbakh, 1982



draw!

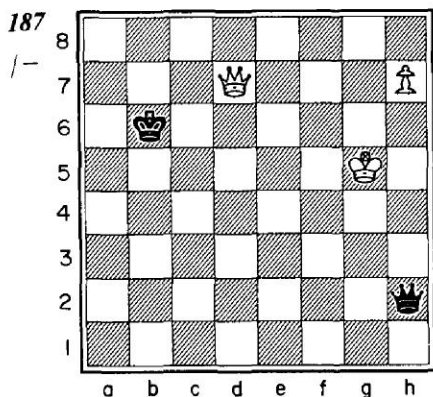
186. By the study-like move **1... Ke7!!** Black succeeds in drawing. For example; **2 h8 = Q** (there is nothing better) **2... Qd4 + 3 Kg8 Qc4 + 4 Kh7 Qh4 + 5 Qh6 Qe4 + 6 Kg7 Qg4 +! 7 Qg6 Qd4 +**, with perpetual check.

Possibly it was the Czerniak-Ivkov ending which drew the attention of Fontana, who since 1956 has regularly published studies devoted to this type of ending.

187. This is a typical position with the black king on the 6th rank. White is again able to exploit its position to defend against the checks. Three main continuations are possible:

(a) **1... Qg3 + 2 Qg4 Qe5 +.**

Or **2... Qe3 + 3 Qf4 Qg1 + 4 Kh6 Qh1 + 5 Kg6 Qg2 + 6 Qg5 Qe4 + 7 Qf5 Qg2 + 8 Kf7 Qb7 + 9 Kf6!** (this is simpler than **9 Kg8,**



as considered by the composer) 9... Qh1 10 Kg7 Qb7+ 11 Qf7, and White wins.

3 Qf5 Qg3+.

More tenacious than 3... Qe3+ 4 Kf6 Qh6+ (4... Qd4+ 5 Kf7 Ka7 6 Qe6 leads to a continuation examined in our analysis of the previous position) 5 Kf7 Ka7 6 Qd7+ Ka8 7 Qe8+.

4 Kf6 Qc3+ 5 Qe5 Qf3+ 6 Kg7 Qb7+ 7 Kg8 Qg2+ (7... Qc8+ or 7... Qa8+ 8 Kf7 Qb7+ 9 Qe7 comes to the same thing) 8 Kf7, and White wins.

(b) 1... Qg2+ 2 Qg4 Qd2+ (2... Qd5+ 3 Qf5 Qg2+ 4 Kf6 Qb2+ 5 Qe5 Qf2+ 6 Ke7) 3 Qf4 Qg2+ 4 Kh6 Qc6+ 5 Kg7 Qg2+ 6 Kf7 Qd5+ 7 Kg6 Qd3+ 8 Qf5, and White wins as already examined.

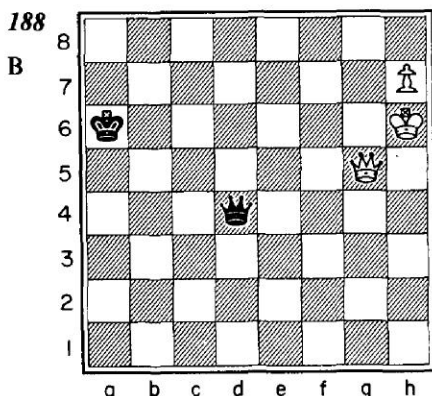
(c) 1... Qg1+ 2 Qg4 Qc1+ 3 Qf4 Qg1+ 4 Kh6 Qa1 5 Qd6+, and wins.

In the following example the deciding king manoeuvre is instructive.

188. Black has no useful checks, but at first sight it is also not apparent how White can promote his pawn.

1... Qe3 (for the moment Black waits) 2 Qe7!

Of course, White could have carried out the same plan as in the previous position, but the following king manoeuvre is perhaps more characteristic.

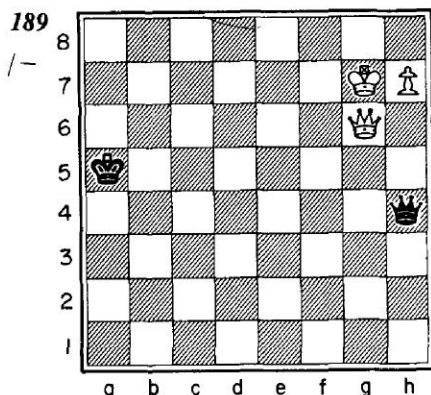


2... Qd4.

If 2... Qh3+, then 3 Kg6 Qg4+ (3... Qd3+ 4 Kg7 Qg3+ 5 Kf7) 4 Qg5, joining the main variation.

3 Kg6 Qg4+ 4 Qg5 Qe4+ 5 Qf5 Qg2+ (or 5... Qe8+ 6 Kg7 Qe7+ 7 Qf7) 6 Kf6 Qb2+ (6... Qh2 7 Kg7 Qc7+ 8 Qf7) 7 Qe5 Qf2+ 8 Ke6 Qa2+ 9 Ke7, and White wins.

Fontana, 1956



189. This position differs from example 185 only in the position of the black king, but here White is able to win. This means that the defender's king is also badly placed on the 5th rank.

1... Qe7+ (or 1... Qd4+ 2 Qf6 Qd7+ 3

Queen against Queen

Kh6 Qh3+ 4 Kg6) 2 Kh6 Qf8+ 3 Kg5.

Now Black has two main possibilities:

(a) 3... Qh8 4 Qf7! Ka4 (Black hastens to remove his king from the danger zone) 5 Kg6 Qe5 (6 Qg8 was threatened) 6 Qa7+ Kb4 7 Qb7+ Ka5 8 Qa8+.

At this point the composer concluded his analysis, but, as shown by Chéron, White still has one more problem to solve. Thus after 8... Kb5! 9 h8=Q Qg3+ 10 Kf7! Qb3+ the only way to win is by 11 Kf8! (but not 11 Ke7 Qe3+ 12 Kd7 Qd4+!) 11... Qb4+ 12 Ke8! Qe1+ 13 Kf7 Qf1+ 14 Qf6 Qc4+ 15 Kg6.

(b) 3... Qe7+ 4 Kh5 Qf8 5 Qe6!

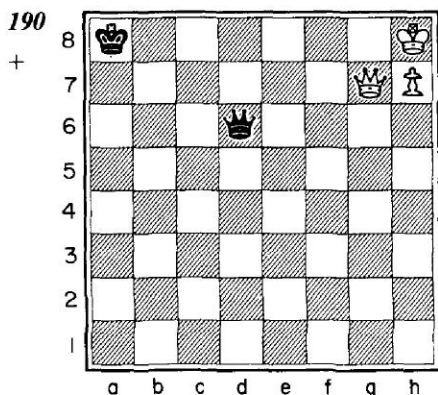
We have already seen several times that the occupying of this square with the queen is an important step in White's plan. He now threatens a queen check at e5.

5... Qf3+ 6 Kg5 Qg3+ 7 Qg4 Qe3+ 8 Qf4 Qe7+ (8... Qg1+ 9 Kh5 Qd1+ 10 Kg6) 9 Kg6 Qe8+ 10 Qf7 Qc6+ 11 Qf6 Qe8+ 12 Kh6, and White wins.

Thus we can state that, if the black king is on the 7th, 6th or 5th rank, White normally succeeds in hiding his king from the checks and in queening his pawn.

Now, out of the positions of the black king in its own half of the board, there remains only one case, where it is on the back rank.

Averbakh, 1962



190. Here White's task is straightforward. He first carries out a standard manoeuvre

with his queen, and then brings his king out of its shelter.

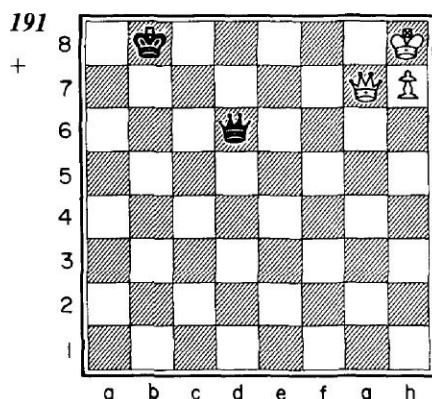
1 Qg8+ Kb7 2 Qf7+ Kc8 (2... Ka6 3 Kg7) 3 Qe8+! Kb7.

By forcing the black king to occupy a square on the 7th rank, White has prepared the emergence of his king.

4 Kg8 Qg3+ 5 Kf8 (all this has already been seen in the analysis of example 185) 5... Qc3 (if 5... Qh3, then 6 Qf7+ Ka8 7 Qg8) 6 Qf7+ Ka6 (6... Ka8 7 Qg8) 7 Qg6+ Ka5 8 Qh5+ and 9 h8=Q.

If in the initial position Black's king is at b8, he can prevent the check from e8 by moving his king to d8. But White still wins, although in a rather different way.

Averbakh, 1962



191. 1 Qg8+ Kc7 2 Qf7+ Kd8! 3 Kg7! Qg3+ (clearly the only reply) 4 Qg6 Qc7+ 5 Kg8 Qc4+ 6 Qf7 Qg4+ 7 Kf8 Qb4+.

If 7... Qh3, then 8 Qf6+, but not 8 Qg8 Qf5+! 9 Kg7+? Ke7! 10 h8=Q Qg5+ with a draw. If instead 7... Qd4, then 8 Qe8+ Kc7 9 Qg6! Qd8+ (9... Kd8 10 Qg5+! Kc8 11 Qg8!) 10 Kg7 Qd4+ 11 Qf6 Qg4+ 12 Kf8 Qc8+ 13 Kf7, and White wins.

8 Kg7 Qg4+ 9 Qg6 Qd7+ (here too the black queen has been forced onto an unfavourable diagonal) 10 Kf8! Qd4 (10... Qe7+ 11 Kg8) 11 Qg5+!

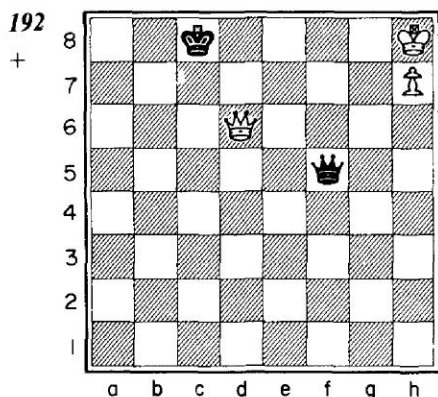
A necessary finesse. After 11 Qg8? Qf6+ 12 Qf7 Qh8+ the game ends in a draw.

11 ... Kc8 12 Qg8, and White wins.

Thus, if the defender's king approaches the pawn, on the back rank too its position can be exploited.

Some interesting finesses in this ending are shown by the following positions.

Stalgoraitis, 1980
Averbakh, 1982



192. At first sight White seems immediately able to decide the game in his favour by 1 Qc6+, since 1 ... Kb8 is met by 2 Qe8+ and 3 Kg7, transposing into example 190, while if 1 ... Kd8, then 2 Kg7, joining position 191.

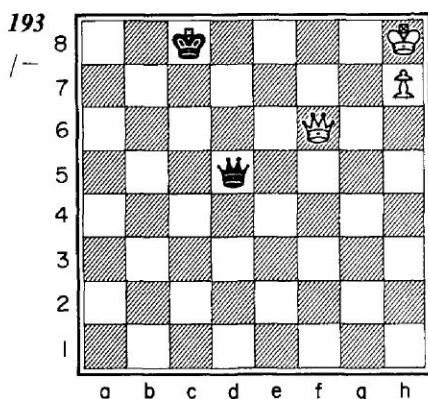
But in fact it is all much more complicated, since in this last variation Black gains a draw by 2 ... Qf7+! 3 Kh6 (3 Kxf7—stalemate!) 3 ... Qd4+ 4 Kh5 Qf5+.

The win is achieved by the 'quiet' move 1 Qe7!, transposing into example 190. For example: 1 ... Qf4 (1 ... Kb8 comes to the same thing) 2 Qe8+ Kb7 3 Kg7! Qd4+.

If 3 ... Qg5+, then 4 Qg6 (but not 4 Kf8 Qh6+) 4 ... Qe5+ 5 Qf6 Qg3+ 6 Kf8 Qb8+ 7 Kf7, while 3 ... Qg3+ is met by 4 Kf8! Qc3 5 Qf7+, and 3 ... Qg4+ 4 Kf8! Qd4 comes to the same thing.

4 Kg8 Qg4+ 5 Kf8 Qd4 6 Qf7+, and White wins.

Stalgoraitis, 1980



193. What should Black play? If 1 ... Kd7, then 2 Kg7, transposing into position 184.

If instead 1 ... Qc4, then White carries out a decisive queen manoeuvre: 2 Qf8+ Kf7 3 Qg7+ Kd6 4 Qf6+ Kc5.

Black tries to escape from the danger zone. If 4 ... Kc7, then 5 Kg7 Qg4+ 6 Kf8 Qc8+ 7 Kf7, winning.

5 Kg7 Qg4+ 6 Kh6 Qh3+ 7 Kg6, and there are no more checks.

The only possibility of resisting is by 1 ... Qc5!, depriving the opponent's queen of f8. But now White wins as follows:

2 Qf4!

Before bringing out his king, White improves the position of his queen to the greatest extent, while also depriving the opposing queen of important squares.

2 ... Qc3+.

If 2 ... Qe7, then 3 Qg4+, forcing the exchange of queens. Moving the king onto the 7th rank leads to positions already studied, while if 2 ... Kd8, then 3 Kg7 Qg1+ (or 3 ... Qe7+ 4 Qf7 Qg5+ 5 Qg6 Qe7+ 6 Kg8) 4 Kf7 Qa7+ 5 Kg6, and wins.

3 Kg8 Qb3+ 4 Kg7 Qc3+.

Or:

(a) 4 ... Qb7+ 5 Qf7 Qb2+ 6 Kg8 Qg2+ 7 Kf8, and the rest is already familiar (7 ... Qb2 8 Qg8).

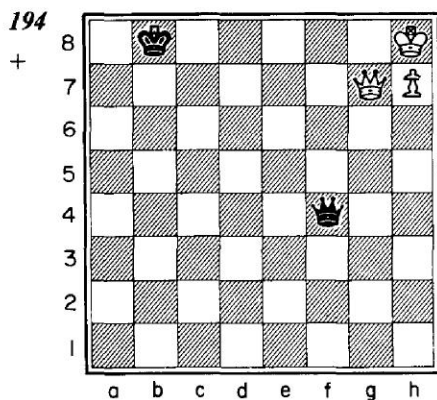
Queen against Queen

(b) 4 ... Qb2+ 5 Kh6 Kb7 (5 ... Qb6+ 6 Kh5 Qc5+ 7 Qg5, or 6 ... Qb5+ 7 Kh4 Qe8 8 Qg4+) 6 Qf7+ Kb6 7 Qe6+ Ka5 8 Qd5+ Kb6 9 Qd8+.

5 Kg6 Qc6+ 6 Kg5 Qe8 7 Qc1+! Kd7 8 Qd2+, and White wins.

We can now turn to the analysis of an extremely important position.

Stalgoraitis, 1980



194. I reached this position, with colours reversed, in my analysis of the game Schlechter–Pillsbury (cf. example 248). At the time I was unable to demonstrate the existence of a win, but this problem was later solved by Stalgoraitis.

1 Qe7 Qd4+ (with 2 Qe8+ threatened, Black cannot wait) **2 Kg8 Qg4+ 3 Kf8 Qf4+ 4 Ke8 Qa4+ 5 Qd7! Qe4+** (if 5 ... Qa1, then 6 Qd8+ Kb7 7 Qe7+ Ka6 8 Kf7, or 7 ... Kb8 8 Qf8) **6 Kf8 Qf4+ 7 Kg8 Qg5+**.

If 7 ... Qc4+ 8 Kh8! (again threatening 9 Qe8+) 8 ... Qc3+ 9 Qg7 Qf3, then 10 Qe5+ Ka8 11 Qe8+, and by driving the opposing king onto the 7th rank, White easily wins, as already examined.

8 Qg7 Qd5+ 9 Kh8! Qf5 10 Qg3+! Kc8.

After 10 ... Kb7 White can bring his king out, as in the main variation: 11 Kg7 Qd7+ 12 Kh6 Qe6+ 13 Qg6 Qh3+ 14 Kg7, and wins. Or 12 ... Qd2+ 13 Qg5 Qh2+ 14 Kg6

Qc2+ 15 Qf5 Qg2+ 16 Kf7 Qa2+ 17 Kg7.

If instead 10 ... Ka8, then 11 Qa3+! Kb8 12 Qd6+ Kc8 (to avoid the king being driven off the back rank), and we reach example 192 in which 13 Qe7! wins.

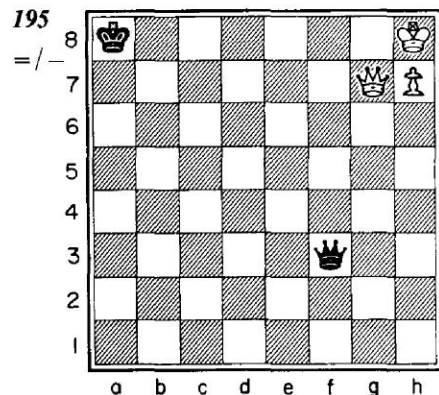
11 Kg7! Qd7+ 12 Kh6 Qe6+ 13 Qg6 Qe3+ 14 Kg7 Qe7+ 15 Kh8!

White's problem is to drive the opposing queen off favourable squares, and place his own queen at f6.

15 ... Qe5+ 16 Kg8 Qd5+ 17 Kg7 Qd4+ (the most tenacious; 17 ... Qd7+ 18 Kf8 Qd4 is met by 19 Qg8, and 17 ... Qb7+ by 18 Qf7 Qg2+ 19 Kf8) **18 Qf6! Qd7+ 19 Kg8 Qd5+ 20 Kh8**, and we reach position 193, in which White wins comparatively easily.

We thus conclude that the position of his king on the back rank does not guarantee the defender against defeat, due to the fact that his king can normally be driven onto the totally unfavourable 7th rank. But even here there is one amazing position, also found by Stalgoraitis, which is an exception to the rule.

Stalgoraitis, 1980



195. We have here a situation of mutual zugzwang. If it is Black to move he is forced into a decisive weakening.

1 ... Kb8, for example, leads to the previous position, in which White wins by **2 Qe7**, while if **1 ... Qf4**, then **2 Qg2+! Kb8 3 Qg6!**, and the threat of **4 Qe8+** forces Black him-

self to give checks, thus transposing into example 194. Finally, if 1 ... Qf5, then 2 Qg2+! Kb8 3 Qg3+! Kc8, and the white king can emerge from its shelter, as shown in the analysis of the previous example.

With White to move both the black king and queen are on their best squares, so that the attempt to bring the king out does not succeed. For example:

(a) 1 Qe7 Qc3+ 2 Kg8 Qg3+ 3 Kf8 Qf4+ 4 Ke8 Qa4+ 5 Qd7 Qe4+ 6 Kf8 Qf4+ 7 Kg8 Qg3+ 8 Qg7 Qb3+ 9 Kh8 Qf3!

(b) 1 Kg8 Qb3+ 2 Qf7 Qg3+ 3 Kf8 Qd6+ 4 Kg7 Qg3+ 5 Qg6 Qc3+ 6 Qf6 Qc7+ 7 Kg6 Qg3+ 8 Qg5 (8 Kf7 Qc7+ 9 Kg8 Qg3+ 10 Kf8 Qb8+ 11 Kg7 Qc7+ 12 Kh6 Qh2+) 8... Qd6+ 9 Kg7 Qc7+ 10 Kh6 Qd6+ 11 Qg6 Qd2+ 12 Kg7 Qc3+, and White has made no progress.

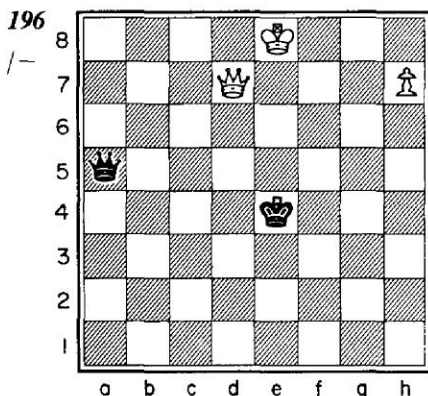
(c) 1 Qa1+ Kb7! (but not 1 ... Kb8? 2 Qe5+) 2 Qg7+ Ka8!, or 2 Qb2+ Ka6! (2 ... Ka8? 3 Qg7!, and Black is in zugzwang) 3 Qg7 Qf5! 4 Qe7 Qg6, and the king cannot emerge from its prison. Also unsuccessful, in reply to 3 ... Qf5, is the attempt to bring the king out immediately: 4 Kg8 Qc8+ 5 Qf8 Qg4+ 6 Kf7 Qh5+ 7 Kg7 Qg5+ 8 Kh8 Qg6 etc.

We can draw an important conclusion: *the position of the black king in its own half of the board gives White excellent winning chances, provided only that his pieces actively support each other.*

We will now turn to examples in which the black king is in the opponent's half of the board.

196. In this type of ending the king is normally badly placed in the centre, and the given example confirms this. What should Black play? If, for example, 1 ... Qa8+ 2 Kf7 Kf3 (the check at e8 was threatened), then 3 Qf5+ Kg2 4 Qg5+ Kh3(f3) 5 Qh5(f6)+ and 6 h8=Q, while if 1 ... Qa1, then 2 Qe6+ Kf4 (2 ... Kf3 or 2 ... Kd3—3 Qh3+) 3 Qh6+ Kf5 4 h8=Q, and the king hides from the checks at h7.

Therefore Black plays 1 ... Qh5+ 2 Qf7 Qh2 (2 ... Qb5+ 3 Kf8 Qb2 loses to 4 Qe6+



Kf4 5 Qh6+ and 6 h8=Q) 3 Qc4+ Kf5.

Black's activity is forced: if the king moves onto the 3rd rank, 4 Qc3+ wins.

It appears that 4 Qd4 will now conclude the game immediately, since 4 ... Qb8+ is met by 5 Ke7, and 4 ... Qh5+ by 5 Kd8 Qg5+ 6 Kd7. But Black has the cunning defence 4 ... Ke6!, and if 5 h8=Q, then 5 ... Qb8+ 6 Qd8 Qb5+ 7 Kf8 Qf5+ 8 Kg7 Qg6+! with a draw.

The winning path is as follows: 4 Qd5+ Kf6 5 Qf7+ Kg5 6 Qg7+ Kf5 7 h8=Q Qb8+ 8 Kd7!

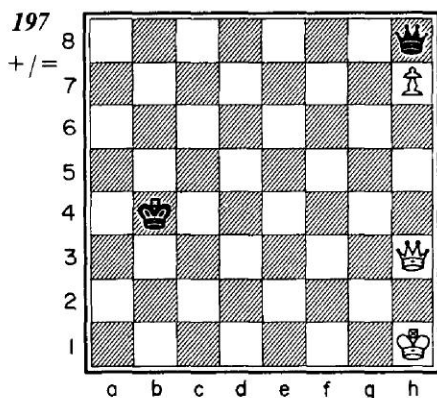
Despite the open position of the king, it escapes from the checks with comparative ease. Incidentally, White's last move is the only one. After 8 Ke7? Qc7+ 9 Kf8 Qc8+ 10 Kf7 Qe6+ the game ends in a draw.

8 ... Qb7+ 9 Kd6 Qb6+ 10 Kd5 Qb5+ (after 10 ... Qb3+ 11 Kc6, the king moves across to the rook's file under the protection of the queen) 11 Kd4 Qb4+ 12 Kd3 Qb5+ (no better is 12 ... Qb1+ 13 Kd2 Qa2+ 14 Qb2) 13 Kd2 Qd5+ 14 Qd4, and White wins.

197. The similar position with a knight's pawn would be won for White, irrespective of the turn to move. It was for this reason that Chéron gave this position in his book, assuming that with a rook's pawn the game would end in a draw.

Indeed, if it is Black to move, he gains a

Chéron, 1970
Averbakh, 1981



draw by 1 ... Qa1+ 2 Kh2 Qe5+ 3 Qg3 Qh5+ 4 Qh3 Qe5+ 5 Kg2 Qb2+ 6 Kg3 Qg7+ 7 Kf4 Qd4+ 8 Kg5 Qg7+. However, contrary to the opinion of Chéron, White to play can win.

1 Qg4+ Ka5 (White wins very simply after 1... Ka3 2 Qg8 Qa1+ 3 Kg2 Qb2+ 4 Kh3, when Black has no more useful checks) 2 Qg8! Qa1+.

At this point Chéron terminated his analysis, assuming that the open position of the opponent's king plus control of the long diagonal would guarantee Black against defeat. But let us nevertheless continue:

3 Kg2 Qb2+ 4 Kh3 Qc3+ 5 Kg4 Qd4+ 6 Kh5 Qd1+ 7 Qg4 Qh1+ 8 Kg6 Qc6+ 9 Kg5 Qc1+.

After 9 ... Qe8 10 Qh5! Qh8 11 Kg6+ and 12 Kf7 White forces the promotion of his pawn by Qh6-g7.

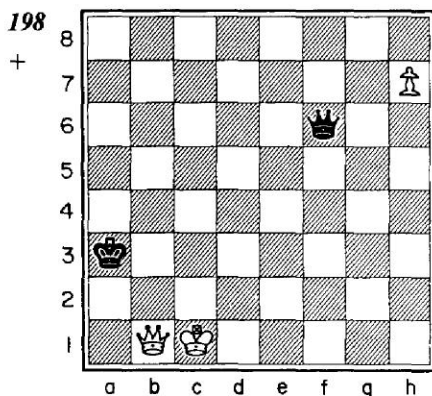
10 Qf4 Qg1+ (10 ... Qc3 11 Qf6! Qg3+ 12 Kh6 Qh3+ 13 Kg6, and wins) 11 Kf5 Qb1+ 12 Qe4 Qf1+ 13 Ke5 Qa1+ (there is nothing better; 14 Qa8+ was threatened) 14 Qd4 Qe1+ 15 Kd6, and White wins.

Thus, although the black queen has maximum freedom of movement, by moving along a 'narrow' path the white king nevertheless escapes from the pursuit.

Very important here are positions with the

black king on the 3rd rank. For this case Fontana tried to establish something in the nature of a rule, demonstrating in which cases the defender loses, and in which he maintains the balance.

Fontana, 1970



198. According to Fontana, the black queen is badly placed at f6, and therefore White wins.

1 Qe4.

White carries out a procedure which is also characteristic for other pawns: he activates his queen to the maximum extent. Simultaneously the threat of 2 Qa8+ and 3 h8=Q is created. Of Black's many replies we will consider the three which offer the most resistance:

(a) 1 ... Qb2+ 2 Kd1 Qh8 (2 ... Qb3+ 3 Kd2 Qb2+ 4 Qc2 simplifies White's task) 3 Kd2 Kb3! 4 Ke3! Ka2 5 Kd3! Ka3.

The threat was 6 Qa4+ Kb1 7 Qb3+, exchanging queens.

6 Qe7+ Ka4 7 Qd7+ Ka5 8 Qd5+! Ka6 9 Qg8, and after the opposing queen moves along the diagonal, White can continue either 10 Qa8+ and 11 h8=Q, or 10 h8=Q immediately, since by reaching h1 his king hides from the checks.

(b) 1 ... Qg5+ 2 Kd1 Qg1+ (or 2 ... Qh5+ 3 Ke1 Qa5+ 4 Ke2) 3 Ke2 Qh2+ 4

Queen and Pawn against Queen

Kf1 + Qh3 + 5 Kg1 Qg3 + 6 Qg2 Qe1 + 7 Kh2, and wins.

(c) **1 ... Qf1 + 2 Kd2 Qf2 + 3 Kd3! Qf1 + 4 Kd4! Qa1 + 5 Kd5 Qg7 6 Ke6! Qh6 + 7 Kd7 Qh3 + 8 Ke7 Qc8 9 Qf3 +**, and the queen forces its way onto the h-file.

No better is **6 ... Qh8 7 Qf3 + Kb4 8 Qg4 + Kb5 9 Qg8 Qa1 10 Qb8 +!** (but not *10 h8 = Q Qa2 +*, with a draw) and **11 h8 = Q**, and White wins.

Fontana considered **1 Qd3 +** to be wrong due to **1 ... Kb4** (**1 ... Ka2 2 Qd5 + Ka3 3 Qa8 +**), but even in this case White wins, and moreover in a simpler and more elegant way: **2 Kb1! Qg7** (there is nothing better; if **2 ... Qh8**, then **3 Qe4 + Kb3 4 Qf3 + Kb4 5 Qg4 + Kb3 6 Qg3 +** and **7 Qg8**) **3 Qd2 + Kc5 4 Qa5 + Kc4 5 Qa2 + Kc5**.

After **5 ... Kd3 6 Qb2! Qxh7 7 Qc2 +** or **6 ... Qg1 + 7 Ka2** White wins.

6 Qa3 + Kc4 7 Qc1 +! Kd3.

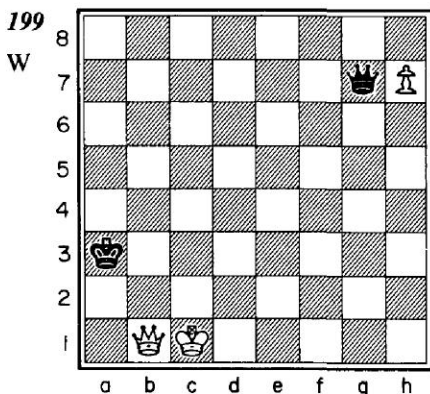
Or **7 ... Kd4(b4) 8 Qb2 +**, or **7 ... Kd5 8 Qh1 +**, or, finally, **7 ... Kb3 8 Qc2 + Ka3 9 Qa2 +** and **10 Qb2 +**.

8 Qb2!, and White wins.

If Black answers **1 Qd3 +** with **1 ... Ka4**, then after **2 Qe4 + Kb3 3 Qb7 + Ka3 4 Qa8 + Kb3 5 Qb8 +** White promotes his pawn and wins.

As an example of a drawn position, Fontana gives the following.

Fontana, 1970



199. This position differs from the previous one only in the placing of the black queen. At **g7** it is more favourably placed, and, in the composer's opinion, this is sufficient for Black to gain a draw.

Here is his analysis: **1 Qe4 Kb3! 2 Qe6 + Kb4**, or **2 Qc2 + Ka3 3 Qd3 + Kb4!** (the exclamation mark is Fontana's), and White has no way of improving his position.

But let us nevertheless try disputing this opinion. In the last variation let us play **4 Kc2!**, creating the threat of **5 Qb3 +** and **6 Qc3 +**, exchanging queens. Black has only one reply—**4 ... Qc7 +**. But then there follows **5 Kb1! Qg7**.

No better is **5 ... Qb8 6 Qd4 + Ka3 + 7 Ka1**, and the pawn cannot be stopped, while all aggressive attacks by the black queen are easily parried. For example: **7 ... Qg3 8 Qb2 +** and **9 h8 = Q**, or **7 ... Qb5 8 Qc3 + Ka4 9 Qc2 +**, exchanging queens.

6 Qd2 +!, and White wins exactly as in the previous position. For example: **6 ... Kc5 7 Qa5 + Kc4 8 Qa2 + Kc5 9 Qa3 + Kc4 10 Qc1 + Kd3 11 Qb2!** etc.

However, as yet we have not achieved a great deal—we have merely shown that **3 ... Kb4** in no way merits an exclamation mark, and in fact loses by force.

The correct reply was **3 ... Ka4!**, removing the king from the dangerous b-file.

4 Kc2! Qc7 +.

Again the only move. If **4 ... Qh8**, then **5 Qb3 +** exchanging queens, while after **4 ... Qg2 + 5 Kc3!** Black has no useful moves.

5 Kd1 Qg7 (200).

200. On the 4th rank the black king is not very well placed, and White can try to exploit this to defend against the checks.

6 Qf5!

White cuts off the black king from the 3rd rank, since **6 ... Kb3** is met by **7 Qh3 +** and **8 h8 = Q**.

Black has various possible replies:

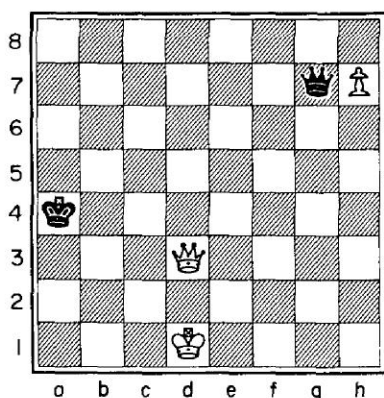
(a) **6 ... Qa1 + 7 Ke2 Qb2 + 8 Kf3 Qc3 + 9 Kg4 Qg7 + 10 Kh3**.

After **10 Kh5** the king escapes from the

Averbakh, 1982

200

W



be badly placed on the 4th rank, the question arises: can't Black place his queen at h8 and then run with his king to the 3rd or 2nd rank? For example:

(d) 6 ... Qh8 7 Kd2!

The most exact move: if 7 Kc2 Qd4, or 7 Ke2 Kb3!

But now on 7 ... Kb3 there follows 8 Qd3+! Kb4! (other replies lead to the exchange of queens) 9 Kc2! Qc8+ 10 Kb1! Qh8 11 Qc2!, and against the check at b2 there is no defence (11 ... Ka3 12 Qa2+ Kb4 13 Qb2+).

In the event of 7 ... Kb4 White plays 8 Kd3!, after which, due to the threat of 9 Qg4+ and 10 Qg8, Black has to start checking: 8 ... Qc3+ 9 Ke4 Qg7 10 Kf3! (with the threat of 11 Qg4+) 10 ... Kb3 11 Qh3! Qh8 12 Kg2+ Ka2 (if 12 ... Ka4, then 13 Qg4+ and 14 Qg8, as in example 197) 13 Qh2! Kb1 (13 ... Kb3 14 Qg3+ Kb2 15 Qg8, or 14 ... Ka4 15 Qg4+ and 16 Qg8) 14 Kh1 Qa8+ 15 Qg2 Qc8 (15 ... Qh8 16 Qg8) 16 Qg1+ Kc2 17 Qh2+ Kb1 18 h8=Q, and White wins.

Black was unable to maintain the balance in example 200 only because his king was evicted from b3, and when it again reached there it was too late.

We will examine the position with the king at b3 in its most general form, as we have done for the other pawns.

checks, but Black replies 10 ... Kb3! 11 Qg6 Qe5+ 12 Qg5 Qe8+, and it is not apparent where the king can run to.

10 ... Qc3+.

Or 10 ... Qh6+ 11 Kg3 Qe3+ 12 Qf3! Qe1+ 13 Kh3, winning.

11 Kh4 Qe1+ (11 ... Qh8 12 Qd7+, followed by Kg4-f5) 12 Kh5 Qe8+ (12 ... Qh1+ 13 Kg5) 13 Kg4! Qe2+ (13 ... Qh8 14 Qd7+ and 15 Kf5) 14 Qf3! Qe6+ (14 ... Qe8 15 Qd1+ Kb5 16 Qb3+, and the white queen reaches the a1-h8 diagonal with check) 15 Kg3 Qe8 16 Qd1+ Kb5 17 Qb3+, and White wins.

(b) 6 ... Qg1+ 7 Ke2 (7 Kc2 Qd4! is unclear) 7 ... Qh2+ 8 Kd3 Qd6+.

Or 8 ... Qg3+ 9 Ke4 Qh4+ 10 Kf3 (this same reply would have followed on 9 ... Qe1+) 10 ... Qh1+ 11 Kg4 Qd1+ 12 Kg5 Qd8+ 13 Kh5 Qe8+ 14 Kg4!, winning by the same king manoeuvre as in the previous variation.

9 Ke4 Qc6+ 10 Kf4 Qc1+ 11 Kg4 Qd1+ 12 Kg5, and the rest is already familiar.

(c) 6 ... Qd4+ 7 Ke2 Qc4+ (7 ... Qg7 8 Kd3!) 8 Kf3 Qf1+ 9 Kg4 etc.

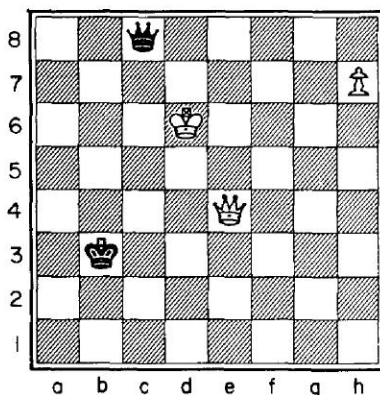
Thus if the black queen immediately begins an attack on the opposing king, the latter hides from the checks in the vicinity of its own queen.

Since the black king does indeed prove to

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201

B



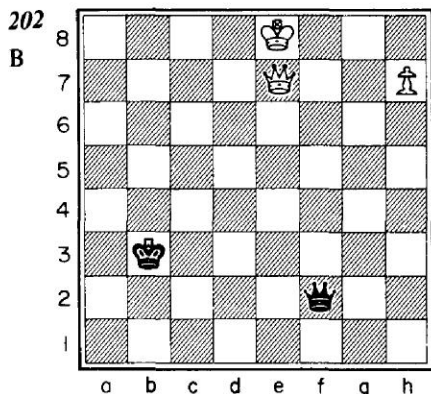
Queen and Pawn against Queen

201. Can the white king escape from the pursuit here?

1 ... Qd8 + 2 Ke6 Qe8 + 3 Kf5 Qf7 +!

The most accurate reply. Weaker is 3 ... Qh5 + 4 Kf6 Qh6 + 5 Kf7 Qh5 + 6 Qg6! Qf3 + 7 Kg8 Qa8 + 8 Kg7 Qa1 + 9 Qf6 Qg1 + 10 Kf7 Qa7 + 11 Qe7 Qf2 + 12 Ke8 (202).

Averbakh, 1982



202. White's king has managed to find a shelter, but the struggle is not yet over.

12 ... Qd4.

It appears that White has another barrier to overcome, but by a subtle queen manoeuvre he achieves his goal.

13 Qf7 + Kb2 14 Qb7 + Ka3 15 Qf3 + Ka4.

There is nothing better. Now the black king has been driven from the 3rd rank onto the 4th. This means that 16 Qf5! is possible, in analogy with the previous examples, when the black king's path backwards, onto the 3rd rank, is forbidden due to the check at h3, while 17 Qd7 + is threatened.

Black seems to have nothing better than to begin checking, but then the white king proceeds 'under the wing' of its queen, as in the previous example, e.g. 16 ... Qh8 + 17 Kf7 Qd4 18 Kg6 Qd6 + 19 Kg5 Qd8 + 20 Kh5 Qe8 + 21 Kg4! Qe2 + 22 Qf3! Qe6 + 23 Kg3, and White wins.

But let us return to the main variation.

4 Kg4.

Nothing is achieved by 4 Kg5 Qg7 + 5 Kh5 Qf7 + 6 Qg6 Qf3 + 7 Kh6 Qe3 + 8 Kg7 Qd4 + 9 Qf6 Qg4 + 10 Kf8 Qc8 + 11 Kf7 Qd7 + 12 Qe7 Qf5 + 13 Kg8 Qg4 + 14 Qg7 Qc8 + 15 Qf8 Qg4 + 16 Kh8 Kc2(a4), and a draw can be agreed.

4 ... Qg7 + 5 Kf3 Qf6 + 6 Ke2.

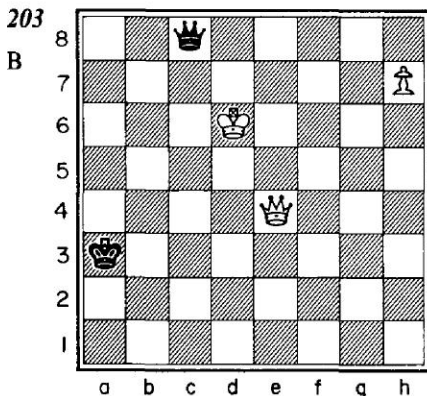
Or 6 Qf4 Qc6 +, and the queen must return to e4, since otherwise the pawn is lost.

6 ... Qb2 + 7 Kd1 Qa1 + 8 Ke2 Qb2 + 9 Kf1 (9 Ke3 Qc1 + 10 Kf2 Qb2 +! 11 Qe2 Qg7!, and White's position has not improved) **9 ... Qf6 + 10 Kg2 Qg7 + 11 Kh3 Qh6 + 12 Qh4 Qe6 + 13 Kh2 Qe2 +** etc.

Thanks to the favourable position of his king, Black gains a draw here.

In position 201 let us move the king to a3, and see how this affects the assessment.

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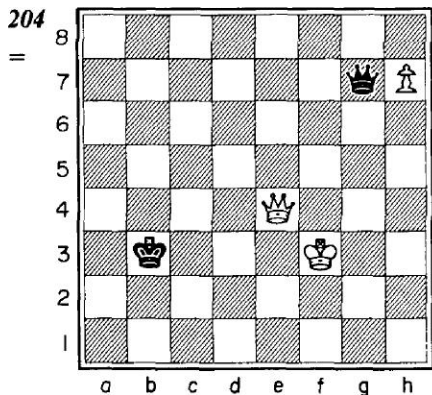


203. 1 ... Qd8 + 2 Ke6 Qe8 + 3 Kf5 Qf7 + 4 Kg4 Qg7 + 5 Kf3 Kb3! (204).

204. This position differs from one which arose in our analysis of example 201, only in that it is White to move. Here White has various attacking possibilities with his queen, but against accurate defence this does not bring success. For example:

(a) 6 Qe6 + Kb2!

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Clearly the only move. Bad is 6 ... Kb4(a4) 7 Qc8+, 6 ... Kc2 7 Qc8+, or 6 ... Ka3 7 Qh3! Qh8 8 Kg2+, when White wins as in example 197.

(b) 6 Qd3+ (even less dangerous) 6 ... Kb2 7 Qe2+ Kb3 (of course, moving onto the 1st rank would be fatal due to 8 Qf1+ and 9 Qg2+).

We have thus reached the important conclusion that in position 204, irrespective of who it is to move, White cannot win.

Thus, having his queen at g7 and king at b3 (provided, of course, that it is not driven onto the 4th rank, as in example 199) does indeed guarantee Black against defeat.

But then a new question arises: in example 203 cannot White move his king so as to prevent the opponent from achieving the coordination of his pieces necessary for a draw? It turns out that he can!

After 1 ... Qd8+ 2 Ke6 Qe8+ (203) he should not play 3 Kf5?, but 3 Kd5!, exploiting the fact that his king has space available on the left hand side. With the black king at b3 (201) the king's manoeuvre to the left did not succeed, due to 3 ... Qd8+ 4 Kc5 Qa5+ 5 Kd4 Qb4+ 6 Kd3 Qc3+ 7 Ke2 Qb2+, when the queen gets onto the necessary diagonal.

But here the black king cannot effectively support its queen. For example: 3 ... Qd8+ 4 Kc4 Qc7+ 5 Kd3 Qd6+ (5 ... Qg3+ 6

Qe3) 6 Ke2 Qh2+ 7 Kf1 Qh3+ 8 Kg1 Qg3+ 9 Qg2 Qe3+ 10 Kh2, and wins.

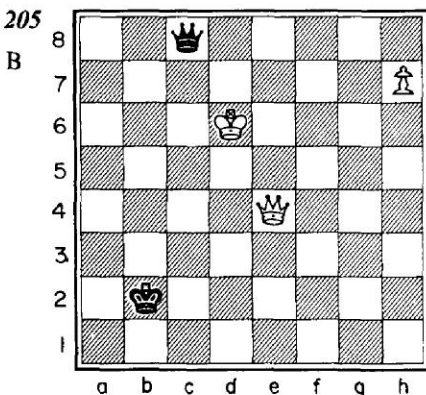
Black could have tried a different attack on the king: 3 ... Qb5+ 4 Kd6! (of course, not 4 Kd4, which after 4 ... Qb4+ leads to perpetual check) 4 ... Qb6+ 5 Kd7 Qb5+ (5 ... Qa7+ 6 Ke6 comes to the same thing) 6 Ke7 Qc5+ 7 Ke6!

Now the white king makes for its appointed place on the right, and Black is unable to carry out the necessary regrouping.

7 ... Qc8+ (White's task is simplified by 7 ... Qb6+ 8 Kf5 Qf2+ 9 Kg4 Qg1+ 10 Kh3 Qf1+ 11 Kh2 Qf2+ 12 Qg2) 8 Ke5 Qc7+ (8 ... Qc3+ 9 Kf4 Qf6+ 10 Ke3 Qb6+ 11 Ke2 Qb2+ 12 Kd1 Qa1+ 13 Kd2 Qb2+ 14 Qc2, and wins) 9 Kd4 Qg7+ 10 Kd3!, and White wins: 10 ... Kb3 is met by 11 Qc4+, quickly exchanging queens, 10 ... Qg3+ loses to 11 Qe3, 10 ... Qd7+ 11 Ke2 Qb5+ allows 12 Qd3+, and, finally, if 10 ... Qh8 11 Qb7.

Of interest is the position with the king at b2.

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205. White has to escape with his king to the necessary half of the board, but this must be done without allowing Black to set up the drawn position 204.

1 ... Qd8+ 2 Ke6 Qe8+ 3 Kd5.

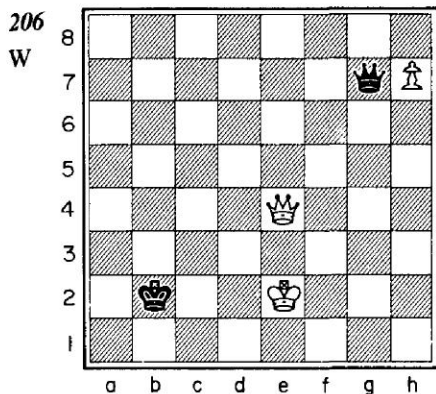
Also possible is 3 Kf5 Qf7+ 4 Kg4 Qg7+, and now not 5 Kf3? Kb3!, when White can

Queen and Pawn against Queen

no longer win, but 5 Kh3! Qh6+ (5 ... Kb3 6 Qf3+, exchanging queens on the following move) 6 Kg2 Qg7+ (6 ... Qd2+ 7 Kf1 Qd1+ 8 Qe1, or 7 ... Qc3 8 Ke2, transposing into the main variation) 7 Kf1 Kb3 (7 ... Qf6+ 8 Ke1 Qc3+ 9 Ke2) 8 Qf3+! Kb4 9 Qf5!, and we reach position 200, which is won for White.

3 ... Qb5+ 4 Kd4 Qb4+ 5 Kd3 Qc3+ 6 Ke2 Qg7! (206).

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206. We have already examined a similar position with a knight's pawn (134). There White won comparatively easily. And here?

7 Qh4!

It turns out that here too White can place his queen behind the pawn. For example:

(a) 7 ... Qh8 (7 ... Qg2+ 8 Ke3) 8 Qb4+ Kc2 9 Qc5+ Kb1 (9 ... Kb3 10 Qc7! Qb2+ 11 Ke3 Qh8 12 Kd3!, winning) 10 Qb6+ Kc1(c2) 11 Qc7+ Kb1 12 Ke3.

Right to the end accuracy is required of White. If 12 Kd3, then 12 ... Qb2 13 Qc3 Qb5+ 14 Qc4 Qd7+ (14 ... Qf5+ 15 Qe4) 15 Kc3 Qg7+ 16 Kb3 Qg3+ 17 Ka4 Qg7 18 Qe4+ Kb2, and Black can continue to resist.

12 ... Qb2 13 Qc5!, and now:

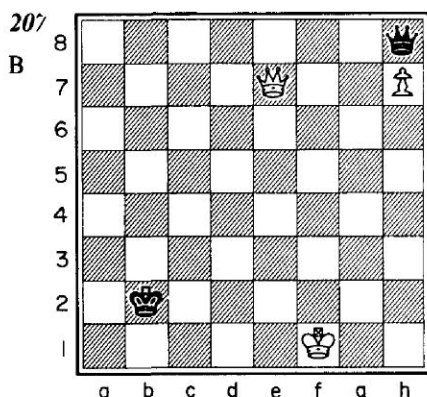
(a1) 13 ... Qb3+ 14 Kf4! Qb2 (14 ... Qa4+ 15 Kg5) 15 Qg1+ Ka2 16 Qg8+, and wins.

(a2) 13 ... Qg7 (13 ... Qf6 14 Qb4+ Ka2 15 Qa4+ Kb1 16 Qe4+) 14 Qb4+ Kc2 (14 ... Ka2 15 Qa4+ Kb1 16 Qe4+) 15 Qc4+ Kb1 16 Qe4+, and White wins.

(a3) 13 ... Qh8! (the most tenacious) 14 Qb4+ Ka2 (if 14 ... Kc1 or 14 ... Kc2, then 15 Qc4+) 15 Qa4+ Kb1 16 Qe4+ Ka2(c1) 17 Kd3 Ka3 (17 ... Qd8+ 18 Qd4) 18 Qh4! Kb3 19 Qc4+, and White exchanges queens.

(b) 7 ... Qe5+ 8 Kf1 Qh8 (8 ... Qb5+ 9 Kg1) 9 Qe7! (207).

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207. Here the attempt to bring the queen out into the 'open field' is parried. For example:

9 ... Qc3 10 Qb7+ Kc2 (10 ... Kc1 11 Qh1) 11 Qg2+! Kb1 12 Qh1! Qh8 13 Qb7+ Ka2 (on the c-file the black king will only interfere with the queen) 14 Kg2 Ka3.

There is nothing better. If 14 ... Ka1, then 15 Kh1! Ka2 16 Qg2+ Ka3 17 Qg8 Qa1+ 18 Kg2 Qb2+ 19 Kh3, and wins. 14 ... Qe8 is met by 15 Qd5+ Ka3 16 Qd3+ Ka2 17 Qc2+ and 18 Qc3+. Finally, if 14 ... Qd8 (14 ... Qf8 15 Qd5+ and 16 Qg8), then 15 Qf7+ Ka3 16 Qf3+ Ka2(b2) 17 Qf2+ Ka1 (17 ... Kb3 18 Qg3+ Kc2 19 Qg6+, and wins) 18 Qg1+ Ka2 19 Qh2! Qh8 20 Kh1+! Ka3 21 Qg3+ Ka4 22 Qg4+, joining the finish to example 197.

15 Qf3+ Ka2(b2).

Or 15 ... Ka4(b4) 16 Qg4+ and 17 Qg8, with the same variations as in example 197.

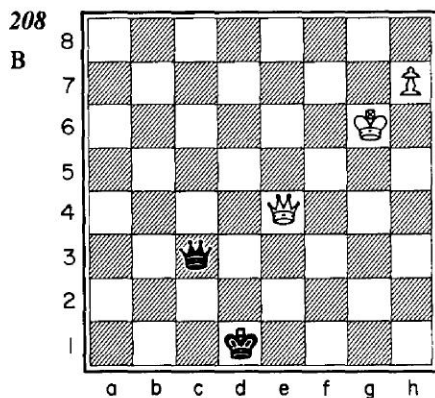
16 Qf2+ Kb1 17 Qg1+ Ka2 18 Qh2! Kb1 (18 ... Ka3 19 Qg3+ Ka4 20 Qg4+ and 21 Qg8) **19 Kh1! Qa8+ 20 Qg2 Qc8** (20 ... Qh8 21 Qg8) **21 Qg1+ Kc2 22 Qh2+**, and White wins.

If active play with the queen does not succeed, it means that Black has nothing better than to adhere to waiting tactics, but then the play transposes into continuations already studied. For example:

9 ... Ka2 10 Qa7+ Kb1 11 Qb7+ Ka1 12 Kg2! Ka2 13 Qf7+ Ka1 (there is nothing better; if 13 ... Ka3, then 14 Qg8 Qb2+ 15 Kh3 etc.) **14 Qf1+ Ka2 15 Qf2+ Ka1 16 Qg1+ Ka2 17 Qh2!**, and White wins in the same way as earlier.

To complete the picture we will consider the case with the black king on the 1st rank.

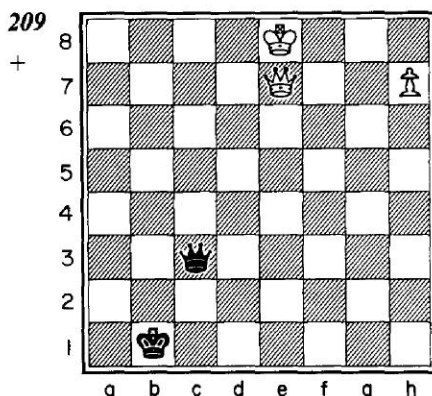
Averbakh, 1982



208. A check at h1 is threatened, so Black must attack: **1 ... Qg3+ 2 Kf5! Qf2+ 3 Kg4 Qg1+ 4 Kh3 Qf1+ 5 Kg3 Qg1+ 6 Qg2 Qe1+ 7 Kf3 Qh4 8 Qg1+ Kd2 9 Qf2+**, exchanging queens.

If instead Black switches to passive defence by **1 ... Qh8**, possible is either **2 Qd5+** and **3 Qg8**, or **2 Qh1+** followed by **3 Kf7**. In each case the win for White is merely a question of time.

Averbakh, 1982



209. Here White is unable to queen his pawn by means of queen checks. For example: **1 Qb7+ Ka2!** (clearly the only move; **1 ... Kc2** loses to **2 Qg2+**) **2 Qg2+ Ka3** etc.

After establishing his queen in an active position, White wins by subtle manoeuvring with his king:

1 Qe4+!

Now Black has two possibilities:

(a) **1 ... Ka2 2 Kd7! Qg7+** (if **2 ... Qh8 3 Ke7 Qg7+ 4 Ke6 3 Ke6 Qh6+ 4 Kf7 Qh5+ 5 Qg6! Qf3+ 6 Kg8 Qa8+ 7 Kg7** (variation by Bronstein).

(b) **1 ... Kb2 2 Kd7 Qg7+** (**2 ... Qh8 3 Ke7 Qg7+ 4 Ke6 3 Ke6 Qh6+ 4 Kd5**, and there are no more checks.

The following position demonstrates some defensive possibilities which are highly characteristic of this ending.

210. Can White exploit the position of the opponent's king to defend against the checks? It would appear that he can. For example:

1 ... Qd8+ 2 Ke6 Qe8+ 3 Kf5 Qf7+.

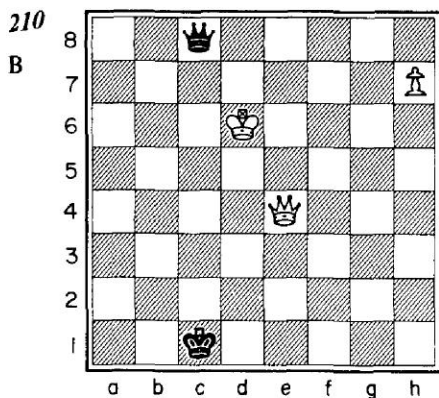
If **3 ... Qh5+**, then **4 Kf6 Qh6+ 5 Ke7 Qg5+** (**5 ... Qg7+ 6 Ke8 Kb2 7 Qe2+ Kb1 8 Qh5**, winning) **6 Ke6 Qh6+ 7 Kd5 Qd2+ (7 ... Qg5+ 8 Kc4) 8 Qd4! Qg2+ 9 Kc5 Qg5+ 10 Kc4**, and White wins.

4 Kg4 Qg7+ 5 Kf3.

The game seems to be over: a check from

Queen and Pawn against Queen

Averbakh, 1982



c3 or f6 can be blocked by the queen, and, what's more, with check. And even so:

5 ... Qc3+! 6 Qe3+ Kd1!! 7 Ke4 (there is nothing better; other king moves lead to the loss of the pawn) **7 ... Qc6+ 8 Kf5 Qd7+ 9 Kg6 Qg4+ 10 Qg5 Qe6+ 11 Kh5 Qh3+ 12 Kg6 Qe6+ 13 Qf6 Qg4+ 14 Kf7 Qd7+ 15 Qe7 Qf5+ 16 Ke8 Qh5+ 17 Kd8** (17 Qf7 Qe5+) **17 ... Qa5+ 18 Qc7 Qa8+ 19 Kd7 Qa4+ 20 Qc6 Qa7+ 21 Qc7 Qa4+**, and White cannot prevent perpetual check.

Perhaps the white king should have gone in the other direction? Let us see:

1 ... Qd8+ 2 Ke6.

If **2 Kc5 Qa5+ 3 Kc4 Qa4+ 4 Kd3 Qb3+ 5 Ke2 Qb2+**, transposing into the previous continuation.

2 ... Qe8+ 3 Kd5 Qa8!

This seems to be the only move, as the alternatives are bad:

3 ... Qd7+ 4 Kc5 Qa7+ 5 Kb5 Qb8+ 6 Kc4 Qc7+ 7 Kb3! Qb8+ 8 Qb4, or **7 ... Qg3+ 8 Ka4**, and wins.

3 ... Qb5+ 4 Kd6 Qb8+ 5 Kd7 Qa7+ 6 Kc8 Qc5+ (6 ... Qa6+ 7 Qb7 Qe6+ 8 Kb8) 7 Kb8 Qf8+ (7 ... Qb6+ 8 Qb7; no better is 7 ... Qd6+ 8 Kb7 Qd7+ 9 Kb6 Qd8+ 10 Kb5 Qb8+ 11 Kc4, and the rest has already been seen) **8 Kc7! Qg7+ 9 Kd6 Qf8+ (so as on 10 Kd5 to give check from a8) 10 Kd7 Qf7+ (10 ... Qg7+ 11 Ke8) 11 Kc6 Qf6+**

12 Kd5 Qf7+ (12 ... Qg5+ 13 Kc4) 13 Kc5 Qa7+ 14 Kb5 Qb8+ 15 Kc4, and White wins.

4 Ke5! (little is promised by **4 Kd4 Qa7+ 5 Kd3 Qa3+**) **4 ... Qe8+ 5 Kf4 Qf8+!**

Black's defence requires accuracy. If **5 ... Qf7+**, then **6 Qf5! Qc4+ 7 Kg5 Qc3 8 Qf4+ Kd1 9 Qd6+ Kc1 10 Qh6!**

6 Qf5 (**6 Ke3 Qa3+ 7 Ke2 Qb2+**, or **7 Qd3 Qe7+**) **6 ... Qd6+!**

Again an accurate reply. Bad is **6 ... Qb4+ 7 Kf3 Qc3+ 8 Kg4 Qh8 9 Qd7** followed by **Kf5-g6**.

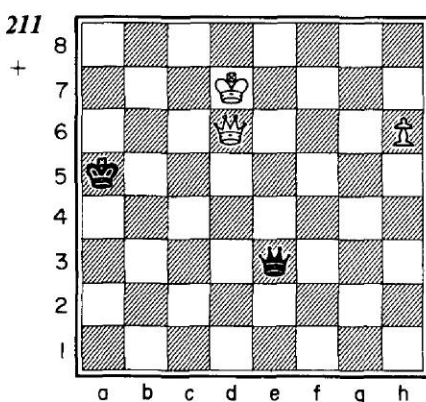
7 Kg4 Qd1+ 8 Kg5 Qd8+ 9 Kh5 Qd1+, and the king cannot hide from perpetual check.

But this means that in position 210 White would appear unable to win.

Thus we come to the interesting conclusion that, with a rook's pawn on the 7th rank, the stronger side has considerable winning chances. A draw can be achieved only in exceptional positions such as 201, 204 and 210.

In conclusion we will examine two positions where the pawn has not yet reached the 7th rank, but can do so by force.

Roycroft & Fontana, 1957



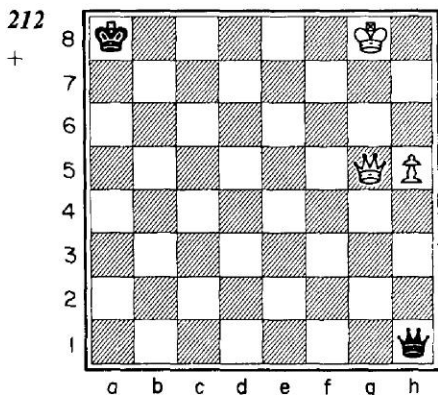
211. 1 h7 Qh3+ 2 Kc6! (White has no need to worry about the pawn, since **2 ... Qxh7** is met by **3 Qa3** mate) **2 ... Qc3+ 3 Kb7!** (avoiding a trap: a draw results from **3**

Qc5+? Ka4! 4 Kb6 Qb3+ 5 Ka6 Qd3+) 3 ... Qh8.

If 3 ... Qf3+, then 4 Kb8 Qb3+ 5 Kc8 Qh3+ 6 Qd7, avoiding further checks and winning, e.g. 6 ... Qh6 7 Qd8+ Ka6 8 Qd3+ (8 h8=Q leads only to a draw after 8 ... Qc6+ 9 Qc7 Qe8+!) 8 ... Ka7 9 Qd4+ and 10 h8=Q.

4 Qd5+ Ka4 5 Qg8 Qb2+ 6 Ka8! Qa3!! 7 Qf7! (after 7 h8=Q Kb5+ 8 Kb8 Qd6+ 9 Kc8 Qc6+ 10 Kd8 Qa8+ 11 Ke7 Qa7+ 12 Ke6 Qa2+ 13 Kf5 Qc2+ 14 Kg4 Qg2+ the king has nowhere to hide) **7 ... Kb5+ 8 Kb8 (8 Qa7 Qc3!) 8 ... Qd6+ 9 Kc8 Qc6+ 10 Kd8! Qa8+ 11 Ke7** (the king heads for h6, and the play transposes into the finish of example 189) **11 ... Qa3+ 12 Kf6 Qc3+ 13 Kg6 Qg3+ 14 Kh6 Qe3+ 15 Kg7 Qg5+ 16 Qg6 Qe7+ 17 Kh6 Qf8+ 18 Kg5**, and White wins.

Fontana, 1956



212. 1 h6. Now Black has several possibilities. We will consider the main ones:

(a) **1 ... Qh3** (if 1 ... Ka7 2 Qe7+ Ka6 3 h7 Qd5+ 4 Kg7 Qg2+ 5 Kf7) **2 Qd8+ Ka7 3 Qe7+ Ka6 4 h7 Qg4+ 5 Kf7 Qh5+ 6 Kg7 Qg4+ 7 Kh6 Qh3+ 8 Kg6 Qd3+ 9 Kg7 Qg3+ 10 Kf7**, and the checks finish.

(b) **1 ... Qd1 2 Qg2+ Kb8 3 Qb2+ Kc8** (if 3 ... Ka8, then 4 Qa3+ Kb7 5 Qe7+ Kc6 6

Qf6+ Kb5 7 h7 Qg4+ 8 Kf7 Qh5+ 9 Kg7 Qg4+ 10 Kh6, joining variation 'a') **4 Qc3+ Kb8 5 Qb4+ Ka7 6 Qe7+**, transposing into variation 'a'.

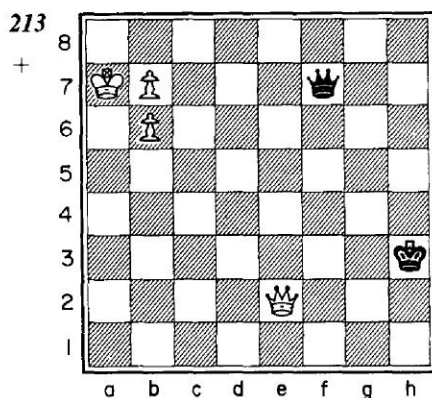
(c) **1 ... Qc6 2 Qd8+ Ka7 3 Qe7+ Ka6 4 h7 Qg6+ 5 Kf8 Qh6+ 6 Ke8! Qh5+ 7 Kd7 Qb5+ 8 Ke6 Qc4+ 9 Kf5! Qd3+ 10 Kf6 Qf3+ 11 Kg6**, winning as in variation 'a'.

2.3 QUEEN AND PAWNS AGAINST QUEEN

An advantage of two pawns in a queen and pawn ending is normally sufficient for a win. The winning plan is roughly the same as in the ending with one pawn: the king has to hide from the pursuit of the opponent's queen, after which one of the pawns promotes. The second pawn is used either as a shelter for the king, or else serves as a bait for the obtaining of a won ending with one pawn.

We will see how the advantage is realized with various pawn formations, since to a certain extent these determine the plans of the two sides.

2.31 Doubled pawns



213. This position demonstrates the features of the ending with doubled pawns.

By 1 Ka6 White breaks the pin, but after 1 ... Qf8 he is not able to queen his pawn

immediately by placing his queen on the b8-h2 diagonal with check. For example:

2 Qh5+ Kg2 3 Qg4+ Kh2 4 Qh4+ Kg2 5 Qe4+ Kh3.

Although the b6 pawn covers the king against checks along the rank, it prevents the queen from checking on the b-file and queening the pawn. To win White has to bring his king out from its pawn shelter.

3 Qe5!

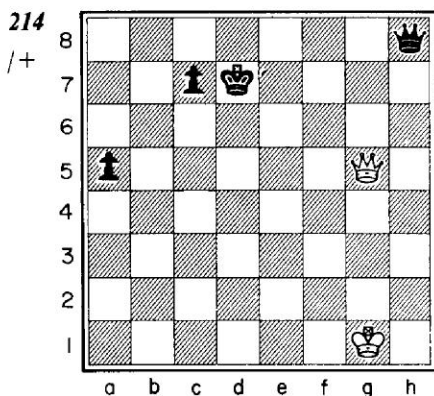
White not only occupies an important central square. By driving the black king onto the g-file he has created a shelter for his king at f8 or h6, for which he now heads:

3 ... Qa3+ 4 Kb5 Qb3+ 5 Kc6 Qc2+ 6 Kd6 Qg6+ 7 Ke7 Qh7+ 8 Kf8! Qxb7 9 Qg7+, and White wins.

On his 5th move Black can play more strongly—**5 ... Qc4+ 6 Kd6 Qb4+**, but even then White escapes with his king: **7 Kd7 Qg4+ 7 Ke7 Qh4+ 9 Kf7 Qc4+ 10 Kg7 Qg4+ 11 Kh6! Qh4+ (11 ... Qh3+ 12 Kg5) 12 Kg6 etc.**

2.32 Isolated pawns

Morphy-Anderssen
Paris, 1857



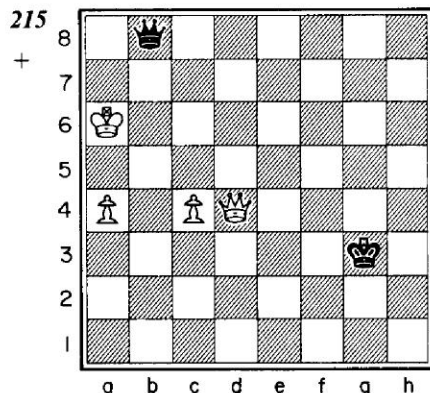
214. Black easily realizes his advantage. He centralizes his queen, and then advances his pawns, simultaneously using them as a screen against the checks.

1 ... Qd4+ 2 Kf1 a4 3 Qf5+ (3 Qb5+ Kd6 4 Qa6+ c6, and the checks finish) 3 ... Kc6 4 Qc8 Kb5! 5 Ke1 (the pawn is immune due to **5 ... Qc4+**, while if **5 Qb7+**, then **5 ... Qb6 6 Qd5+ c5 7 Qd7+ Qc6 8 Qd3+ c4 etc.**) **5 ... c5 6 Qb7+ Kc4 7 Qf7+ Kc3 8 Qf3+ Qd3 9 Qf6+ Kb3 10 Qb6+ Kc2 11 Qa7** (again the pawn could not be taken) **11 ... Qc3+ 12 Ke2 a3 13 Qa4+** (13 Qh7+ Kb2 14 Qb7+ Ka2 15 Qf7+ c4 etc.) **13 ... Kb2 14 Qb5+ Qb3!** (again indirectly defending the pawn) **15 Qa6 c4 16 Qf6+ c3**, and the a-pawn queens.

Of course, White did not defend as well as he might have done. He should have kept his king as far away from the pawns as possible.

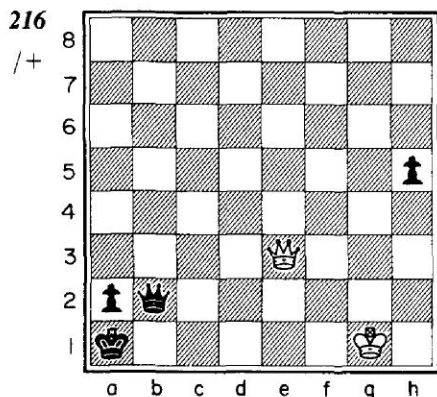
And now an example of the advantage being realized with isolated pawns, and the defender's king in a distant position.

Averbakh-Boleslavsky
Gagra, 1953

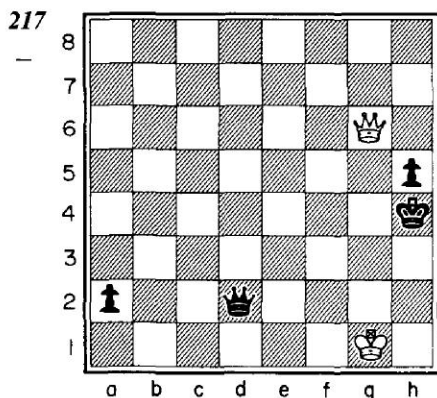


215. 1 a5 Qb4 (if **1 ... Qa8+**, then **2 Kb5 Qe8+ 3 Kb4 Qb8+ 4 Qb6 Qf8+ 5 c5 Qf4+ 6 Kb5**, and the king goes to a7) **2 Qd5 Qb3 3 Qd6+ Kh3 4 Qd7+ Kh2 5 c5 Qc4+ 6 Qb5 Qg8 7 Ka7 Qd5** (7 ... Qf7+ 8 Qb7 Qf2 9 Qb6 Qf7+ 10 Ka8 Qd5+ 11 c6, then **12 Ka7** and **13 c7**) **8 Qb6 Qd7+ 9 Ka8 Kh3 10 c6 Qd5 11 Ka7.**

The following two examples show interesting cases of a win with two rooks' pawns.



216. 1 ... h4! 2 Kh1 h3! 3 Qxh3 Qc1+! 4 Kh2 Kb1, and the a-pawn queens.



217. Here Black is forced to give up a pawn, but in doing so he obtains a won ending with one pawn.

1 Qe4+ Kg5.

Also possible is 1 ... Kg3 2 Qg6+ Kf3 3 Qxh5+ Ke3 4 Qe5+ Kd3 5 Qd5+ Ke2 6 Qh5+ Ke1 7 Qh4+ Kd1 8 Qh5+ (8 Qa4+ comes to the same thing after 8 ... Kc1 9 Qc4+ Qc2 10 Qf4+ Kb1 11 Qb4+ Qb2 12 Qe4+ Ka1 13 Qe3 Qb1+, when Black wins as in position 191, or 13 Qc4 Qb6+!, joining example 194) 8 ... Qe2! 9 Qd5+ Kc1 10 Qc5+ Kb1 11 Qb4+ Qb2 12 Qe4+ Ka1 etc. (194).

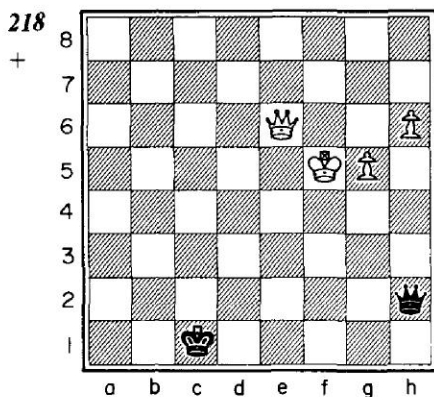
2 Qe7+ Kg4 3 Qe6+ Kf3 4 Qc6+ Ke2! (4 ... Ke3 5 Qh6+ Kd3 6 Qa6+ Kc3 7 Qa5+

would be a loss of time) 5 Qb5+ Kd1 6 Qxh5+ Qe2! (194).

2.33 Connected pawns

Here the win is perhaps most easily achieved.

Holzhausen-Sämisch
Mardeburg, 1927



218. 1 Qe7! (White is not afraid of checks, since his king can hide behind the pawns) 1 ... Qc2+ 2 Kf6 Qc3+ 3 Kg6 Qd3+ 4 Kg7 Qd4+ 5 Kh7 Qd3+ 6 g6 Kb1.

This simplifies White's task. However, after 6 ... Kd1 7 Qe8! he again takes his king to h8 and plays g6-g7.

7 Kh8! Qd4+ (7 ... Qxg6 8 Qh7, or 7 ... Qd2 8 Qb7+ Kc1 9 Qc6+ and 10 g7) 8 g7 Ka1.

It only remains for White to carry out the last step. He must prepare to go into a horizontal pin, and then, after occupying a square on the a1-h8 diagonal with his queen, transfer his king to h8.

9 Qf7! Kb2 10 Kh7 Qe4+ 11 Qg6 Qe7 (had Black played 10 ... Qd3+ 11 Qg6 Qd7, 12 Qf6+ and 13 Kh8 would have been immediately decisive) 12 Qf5! Qc7 13 Qf6+ and 14 Kh8.

In this example White won easily, since the black king was on the a1-h8 diagonal. How-

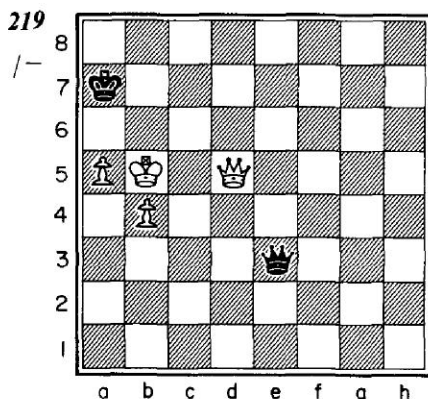
Queen and Pawns against Queen

ever, had the king been on other squares this would not have affected matters.

The plan carried out by White is typical of such endings. The stronger side forces the opponent to switch to a horizontal pin, and then, after occupying the long diagonal with his queen, he prepares the decisive advance of his pawn.

But what if the defender's king stands in the path of the pawns? In this case the win is achieved by manoeuvring with the king, typical of queen endings, with the aim of exploiting the king's position to defend against the checks.

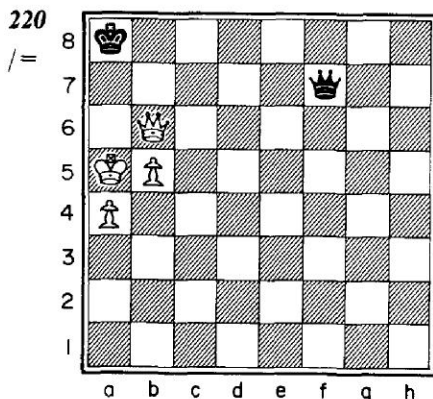
Fine, 1941



219. 2 Qc5+ is threatened, and therefore Black must check:

1 ... Qe8+ 2 Kc4 (a step back, so as to then make two forward) 2 ... Qe2+ 3 Kc5 (the king heads for the seventh rank) 3 ... Qe7+ 4 Qd6 Qg5+ (4 ... Qe3+ 5 Qd4) 5 Kc6 Qg2+ 6 Kc7 Qg7+ 7 Qd7, and Black can resign, since 7 ... Qc3+ is met by 8 Kd6+ Kb8 9 Qb5+, exchanging queens.

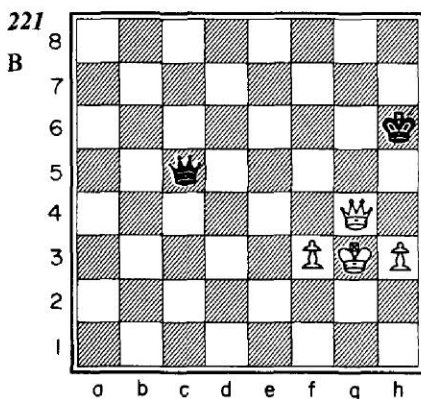
From the examples considered the reader should not conclude that the stronger side does not experience any difficulties in such endings. If his pieces are badly placed, this can have a decisive effect on the result.



220. 1 ... Qc7! 2 Ka6 Qc8+ 3 Ka5 Qc7. Draw.

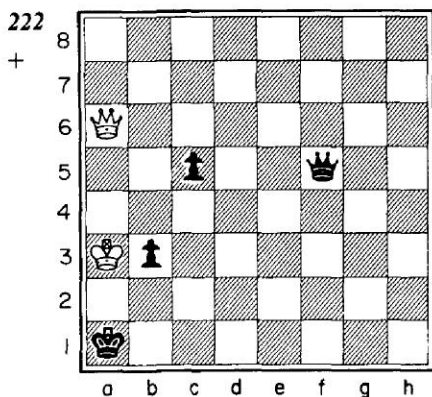
Even without any pawns, a queen and king constitute a considerable force, and if the opponent's pieces and pawns are especially badly placed they may be able to create decisive mating threats.

N. N.—Heuäcker
Jena, 1936



221. In reply to 1 ... Qg1+, instead of playing 2 Kf4 which would have led to perpetual check after 2 ... Qd4+, White tried to hide his king from the checks by 2 Kh4? and was mated in three moves: 2 ... Qe1+! 3 Qg3 Qe7+ 4 Kg4 Qg5 mate.

Berger, 1922
from Kling

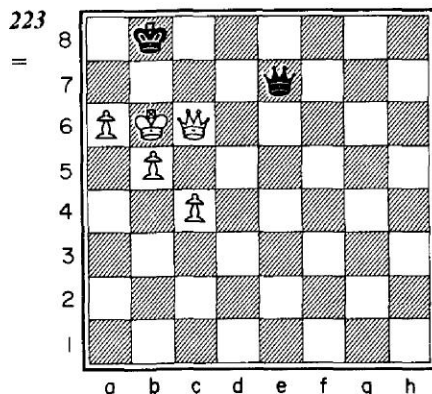


222. After 1 Qc2 White manages to win, in spite of Black's material advantage. For example: 1 ... Qc2 (2 Qb2 mate was threatened) 2 Qe1 + Qb1 3 Qc3 + b2 4 Qc4, and there is no defence against the mate.

2.34 More than two pawns

With an advantage of more than two pawns the stronger side should win even more easily, of course, but here too he has to reckon with threats of stalemate, perpetual check, or even mate, if his pieces and pawns are badly placed.

Smajovic-Babic
Yugoslavia



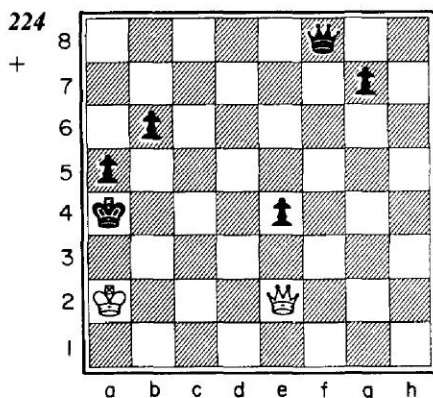
223. Despite the fact that it is White's move, he is not able to improve his position.

1 Qc5.

The only move. On 1 Qd5 there follows 1 ... Qc7 mate, while if 1 c5 Qd8+ and mate next move. But now Black is saved by perpetual check.

1 ... Qd8+ 2 Kc6 Qc8+ 3 Kd6 Qf8+ 4 Kd5 Qf5+ 5 Kd4 Qf2+!, and White has to go back!

Prokes, 1943



224. Black is four pawns ahead, but his king is so badly placed that White can even win.

1 Qc4+ Qb4 2 Qc6+ Qb5 (2 ... b5 3 Qc2+) 3 Qxe4+ Qb4 4 Qd3! g6 (in view of the threat of mate, Black is powerless to disentangle his pieces) 5 Qd7+ Qb5 6 Qd4+ Qb4 7 Qd3! g5 8 Qd7+ Qb5 9 Qd4+ Qb4 10 Qd3 g4 11 Qd7+ Qb5 12 Qxg4+ Qb4 13 Qd7+ Qb5 14 Qd4 Qb4 15 Qd3!

Without allowing the king out of the trap, White has eliminated the opponent's main trump—his g-pawn. Now Black is in zugzwang and can resign.

2.4 QUEEN AND PAWN AGAINST QUEEN AND PAWN

Under normal conditions the result here should be a draw. However, depending on the placing of the pawns, the possibility sometimes arises of playing for a win.

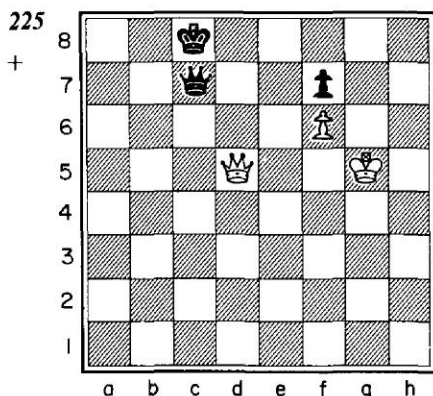
2.41 The pawns are not passed

Here a win is possible in three comparatively rare cases:

(a) When it is possible to win the pawn and go into a won queen ending.

(b) When the pawn can be won and the queens exchanged.

(c) When the poor placing of the opponent's pieces allows mating threats to be created.



225. This position demonstrates the first case. After 1 **Kh6** White takes his king up to the f7 pawn and wins it, and with it the game, since he can quickly advance f6–f7, obtaining a won ending. Here are some possible variations:

(a) 1 ... **Qf4+** 2 **Kg7** **Qg3+** 3 **Kxf7** **Qc7+** 4 **Ke8** and 5 **f7**.

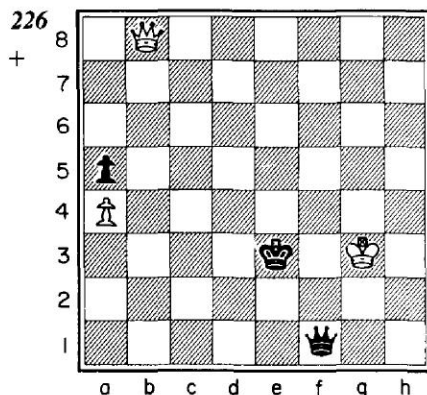
(b) 1 ... **Qg3** 2 **Qxf7** **Qh4+** 3 **Kg7** **Qg4+** 4 **Qg6** **Qd4** 5 **Kg8** **Qd8+** 6 **Kh7** and 7 **f7**.

We have deliberately not taken this ending to a finish, since positions with a pawn on the 7th rank have been analysed earlier.

The position in the following diagram

demonstrates the second case. Thanks to the favourable placing of his pieces, White is able not only to win the pawn with check, but also to exchange queens.

Grigoriev, 1930

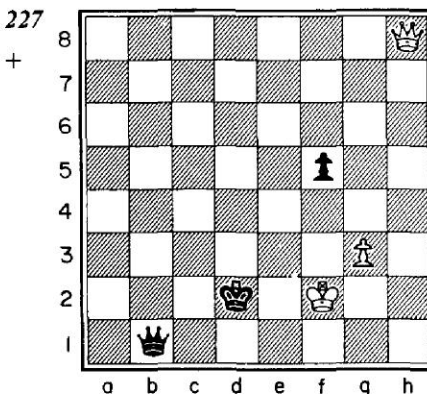


226. 1 **Qe5+**! **Kd2** 2 **Qxa5+** **Kd1** (2 ... **Kc1** comes to the same thing) 3 **Qd5+** **Kc1** (if 3 ... **Ke1**, then 4 **Qe4+** **Kd2** 5 **Qf4+**) 4 **Qc5+**! **Kd1** (alas, the king cannot step onto the b-file because of 5 **Qb5+**, while 4 ... **Kd2** is met by 5 **Qf2+**) 5 **Qd4+**!

The circle has narrowed, and Black has no useful move: 5 ... **Kc2** 6 **Qf2+**, or 5 ... **Ke2** 6 **Qc4+**, or 5 ... **Ke1(c1)** 6 **Qa1+**.

White wins in similar fashion, by exchanging queens, in the following example.

Kolchurin–Dryabezgov
Kazan, 1929

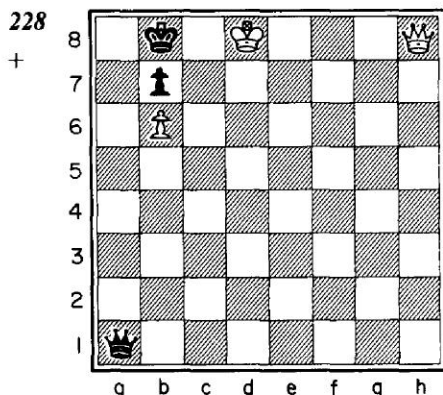


Queen against Queen

227. 1 Qd4+ Kc2 (on 1 ... Kc1 there follows 2 Qc3+ Kd1 3 Qe1+) **3 Qa5+! Kc1 4 Qe1+ Kc2 5 Qxb1+ Kxb1 6 Kf3**, with a won pawn ending.

And now an example demonstrating the third case.

Joseph, 1922



228. Black's king is in a mating net, but he attempts to defend by means of stalemating threats, making a perpetual attack on the queen. By a clever manoeuvre White succeeds in overcoming his opponent's resistance.

1 Qg8!

Only this move leads to a win. Unsuccessful is 1 Qe8 Qg7, or 1 Qf8 Qa3 2 Qe8(g8) Qd6+.

1 ... Qa2! 2 Qe8! Qa4 3 Qe5+ Ka8 4 Qh8!, and there is no defence against the mate.

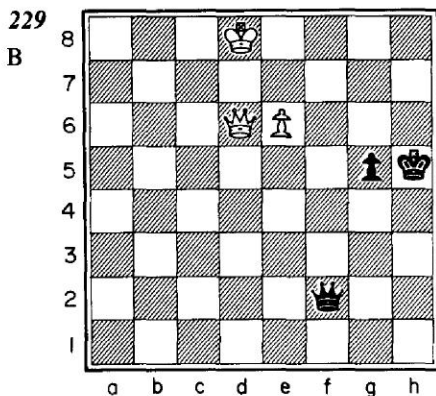
2.42 The pawns are passed

229. White's pawn is rather closer to the queening square, and it is this that enables him to win.

1 ... Qf6+ 2 Kc7! (weaker is 2 Kd7 Qf5) **2 ... Qa1.**

Black cannot prevent the advance of the pawn to the 7th rank. For example: 2 ... Qc3+ 3 Kd7 Qh3 4 Kd8, and so on as in the game.

Averbakh-Krogus
Tbilisi, 1959



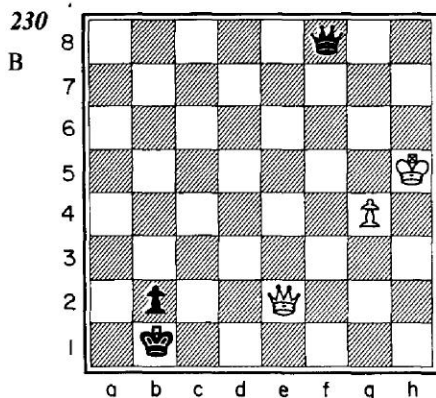
3 e7 Qa7+ 4 Kc8 Qa8+ 5 Kd7 Qb7+ 6 Ke8 Qf3.

Otherwise the king escapes via f7 and hides at g7 or g8.

7 Qe6! Kh4 (or 7 ... g4 8 Qf7+ Kh4 9 Kf8 Qa3 10 Kg8) **8 Qf7 Qa8+ 9 Kd7**, and Black resigned, since the white king proceeds via e6, f6, g6 and g7 to g8.

It should be noted that in this ending the black pawn played a negative role, by screening the opponent's king from possible checks along the file.

Shklovsky-Serebrisky
Kharkov, 1958



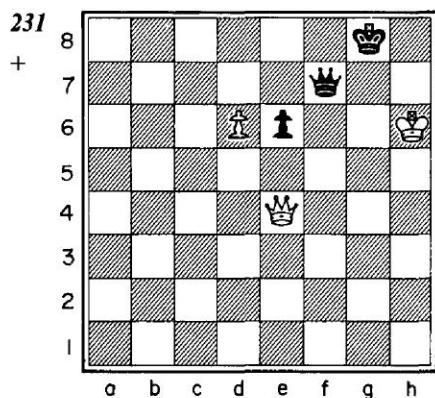
Queen and Two Pawns against Queen and Pawn

230. Here the difference in the degree of advancement of the pawns is even greater, but nevertheless Black's task is more difficult: he has a knight's pawn, and the opponent's pawn cannot be used as a screen. At the same time White's pawn, although not far advanced, defends his king against checks along the rank. Without it the black pawn would queen after $1 \dots Qf5 + 2 K \sim Qf6 +$ and $3 \dots Ka1$.

Black tried his last chance: $1 \dots Qf7 +$. Instead of $2 Kg5 Qd5 + 3 Kh4$ ($3 Kg6 Qd6 +$ and $4 \dots Ka1$) $3 \dots Qd8 + 4 Kh5 Qd4 5 Qe1 +$, which would, in all probability, have led to perpetual check, White incorrectly played **2 Kh4?**, when there followed: **2 ... Qf6 + 3 g5** (on any other move $3 \dots Ka1$ is decisive) **3 ... Qd4 +! 4 Kh3 Kc1!** (this would also have been the reply to $4 Kh5$) **5 Qf1 + Kc2** White resigns.

Horwitz & Kling, 1851

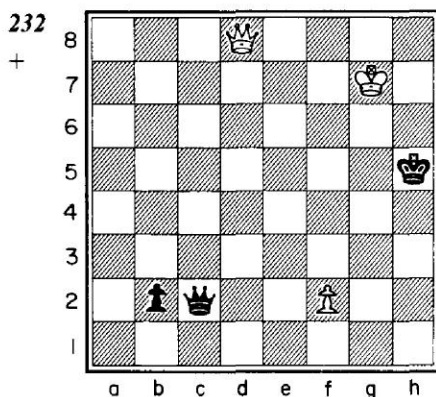
(with the white queen moved from h1 to e4)



231. The decisive factor here is not so much the greater degree of advancement of the white pawn, as the poor placing of the black pieces on the edge of the board. By an interesting queen manoeuvre White succeeds in cramping the opponent still further, forcing the win of the pawn, and transposing into a won pawn ending.

1 Qg2 + Kf8 2 Qa8 + Qe8 3 Qb7 Qd8 ($3 \dots Qf7$ loses immediately to $4 Qc8 + Qe8 5 d7$) **4 Kg6! Qe8 + 5 Kf6 Qd8 + 6 Kxe6 Qe8 +** (on $6 \dots Kg8$ there follows $7 Qf7 + Kh8 8 Qf6 +$) **7 Qe7 + Qxe7 8 dxe7 + Ke8 9 Kf6(d6)**, and White wins.

Rinck, 1938



232. The black pawn is on the threshold of queening, and it appears that White should be thinking in terms of perpetual check. But there follows:

1 Qd5 +! Kh4 2 Qh1 +! Kg4 3 Qg2 +.

The queen is hiding in ambush! The end is near.

3 ... Kh4 ($3 \dots Kf4$ loses the queen after $4 Qg3 +$ and $5 Qg6 +$) **4 Qh2 + Kg5 5 f4 +** ($4 \dots Kg4$ would have been met by $5 f3 +$), and Black loses his queen.

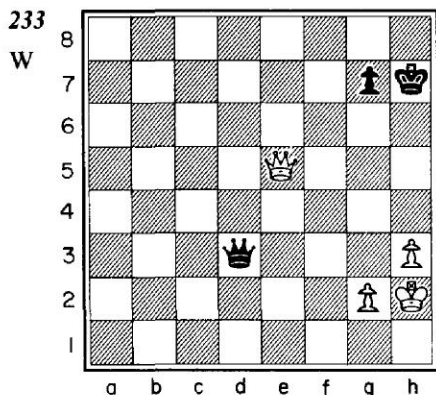
2.5 QUEEN AND TWO PAWNS AGAINST QUEEN AND PAWN

Here the stronger side's chances depend considerably on whether or not he has any passed pawns. Therefore it will be expedient to divide the material into two groups: endings without passed pawns, and endings with passed pawns.

2.51 Endings without passed pawns

Here the defensive resources are significantly increased, and it is not normally possible to realize the extra pawn.

Pilnik-Averbakh
Stockholm, 1952



233. Black's defence is simple; he must merely avoid the exchange of queens. The game continued:

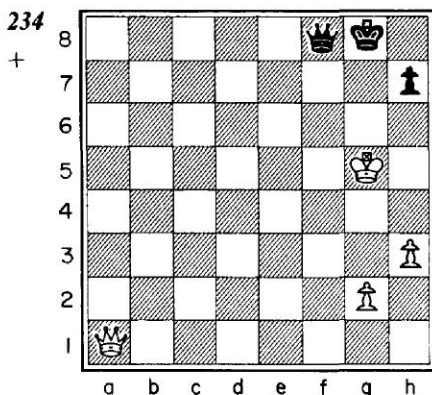
1 h4 Qc4 2 Qf5+ Kg8 3 Kh3 Qb3+ 4 Qf3 (4 Kg4 Qc4+ 5 Kh5 Qe2+ 6 g4 Qe8+ 7 Qg6 Qe5+, and 8 g5 is 'risky' due to 8 ... Qe2 mate) 4 ... Qe6+ 5 g4 g6 6 Qa8+ Kh7 7 Qa7+ Kg8 8 Qb8+ Kh7 9 Qc7+ Kg8 10 Qc3 Qe4 11 Kg3 Kh7 12 Qd2 Qe5+ 13 Kh3 Qe4 14 Qf2 Kg7 15 Kg3 Qe5+ 16 Kg2 Qe4+ 17 Qf3 Qe5 18 Qb7+ Kg8 19 Qc8+ Kg7 20 Qd7+ Kg8 21 Qd8+ Kg7 22 Kf3 Qc3+ 23 Kf2 (nothing is achieved by 23 Kf4 Qc1+) 23 ... Qc2+ 24 Ke3 Qc3+.

On 25 Ke4 there follows 25 ... Qe1+, and so the players agreed a draw. White was not able to take a single step towards his goal: he was unable to break through with his king to the black pawn.

The following position demonstrates a rare instance, where the stronger side succeeds in exchanging queens and winning.

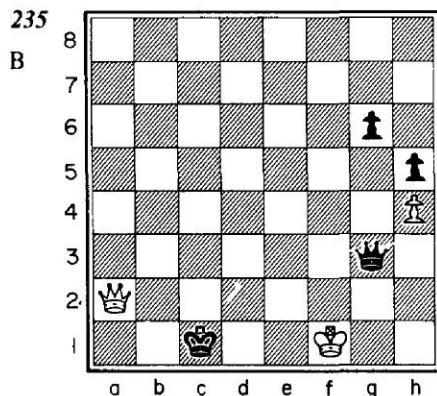
The winning manoeuvre—the step-by-step approach of the queen—is typical of queen endings.

Horwitz & Kling, 1851



234. 1 Qa2+ Kg7 2 Qb2+ Kg8 3 Qb3+, followed by 4 Qc3+, 5 Qc4+, 6 Qd4+, 7 Qd5+, 8 Qe5+ and 9 Qe6+, forcing the exchange of queens after 9 ... Kh8 10 Qf6+, or 9 ... Kg7 10 Qh6+, with a won pawn ending.

Sometimes even the transition into a pawn ending may not bring success.



235. Black is unable to win this ending. For example:

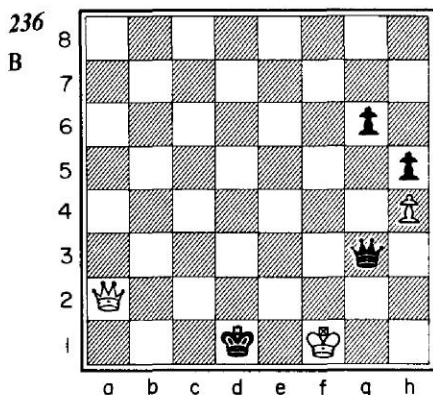
1 ... Qf3+ 2 Kg1 Qd1+ 3 Kg2! Qc2+ (3 ... Qd2+ 4 Qxd2+ Kxd2 5 Kf2) 4 Qxc2+ Kxc2 5 Kg3! Kd1 6 Kf3! Ke1 7 Ke3, with a draw.

The result is unaffected by 1 ... Qxh4 2 Qa1+ Kd2 3 Qb2+ Ke3 4 Qc3+ Kf4 5 Qd4+ Kg5 6 Qe5+ Kg4 (6 ... Kh6 7 Qh8+)

Queen and Two Pawns against Queen and Pawn

7 Qd4+ Kg3 8 Qe3+, with perpetual check.

However, had the black king been at **d1**, the transition into the pawn ending would have won.



236. 1 ... Qe1+ 2 Kg2 Qe2+ 3 Qxe2+ Kxe2 etc.

Of course, a win in this type of ending is also possible if a pair of pawns can be exchanged and a won queen ending obtained, or if the opponent's only pawn can be won, but these ideas are perhaps more clearly revealed in endings with passed pawns.

2.52 Endings with passed pawns

237. This is essentially a typical final position of this ending. The stronger side's king uses one pawn as a screen, while the second pawn is advanced. It remains for White to take one more step—to play a7–a8, but for the moment this move is not possible. Black's queen is strongly placed, stopping the a-pawn and simultaneously threatening to begin disturbing the white king. In the first instance White activates his own queen.

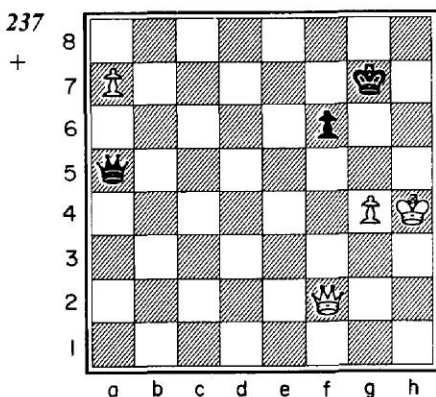
1 Qe3! (threatening **2 Qe7+ Kg6 3 Qe8+** and **4 a8=Q**) **1 ... Qa2.**

Black appears to disregard the threat, but in fact on **2 Qe7+ Kg6 3 Qe8+ Kh6 4 a8=Q** there follows **4 ... Qh2** mate.

2 Kg3 Kf7 3 Qd3! Kg7 4 Qd7+ Kh6 5 g5+!! (the deciding move!) **5 ... Kxg5** (after 5

Friedman–Gilg

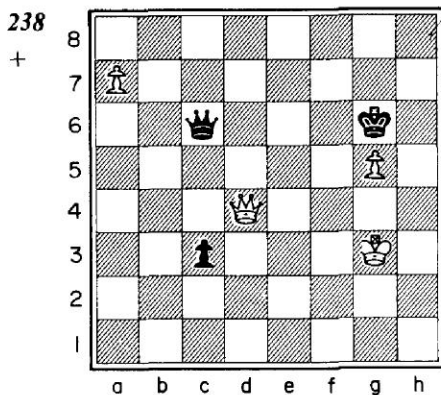
Munich, 1936



... fxg5 6 Qc6+ White queens his pawn) **6 Qg7+ Kf5** (6 ... **Kh5 7 Qh8+** and **8 a8=Q**) **7 Qg4+**, and Black resigned, since **7 ... Ke5** is met by **8 Qf4+**, when the queen reaches the h1–a8 diagonal with check.

Becker–Moritz

Breslau, 1925



238. At first sight it appears difficult for White to realize his advantage, since Black has a strong counter-chance—his passed pawn. But White has at his disposal an elegant combination, as a result of which he queens his ... g-pawn.

1 a8=Q!! Qxa8 2 Qf6+ Kh7 3 g6+ Kh6 4 g7+! Kh7 (4 ... **Kh5 5 Qf7+ Kh6 6**

Queen against Queen

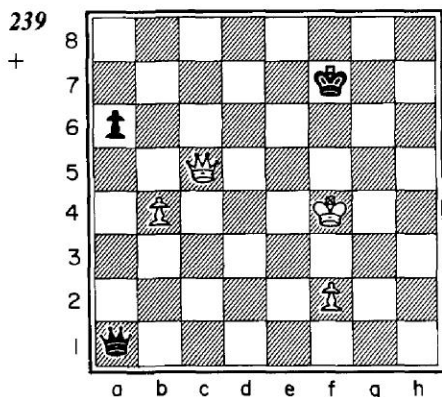
g8=N+, and mate in two moves) **5 Qf8! Qd5 6 Qh8+ Kg6 7 g8=Q+**, and White wins.

In the game White failed to find this combination, and after 1 Qh8? Qd6+ 2 Kg4 Qe6+ the players agreed a draw.

How the advance of a passed pawn is carried out in such endings is shown by the following example.

Lisitsin-Suetin

Kiev, 1954



239. The play here is similar to the ending with one pawn. Under the cover of the f-pawn the king advances, drawing the pawn after it. The opponent's king position is exploited to defend against checks and to create the threat of exchanging queens, since the pawn ending with an extra pawn is won without difficulty.

1 Qd5+! Kf8.

In view of the threat of the queens being exchanged, the black king is forced to retreat. 1... Kg6 can be met by 2 Qe6+ Kh7 3 Kf5, with a sequel roughly similar to the game.

2 Kf5 Qb1+ 3 Qe4 Qf1 4 Qa8+ (before playing f2-f4, White improves the position of his queen) **4... Ke7 5 Qb7+ Kd6 6 Qb6+ Kd7 7 Qd4+ Ke7 8 Qc5+ Kd7 9 Qd5+ Ke7 10 f4.**

The more tenacious 9... Kc7 would also have been met by 10 f4, e.g. 10... Qh3+ 11 Kg6 Qg4+ 12 Qg5 Qe6+ 13 Kg7 Qd7+ 14

Kf8 Qc8+ 15 Kf7, and White is ready for the next step.

10... Qh3+ 11 Kg6 Qa3 12 Qc5+ Kd7 13 f5 Qg3+ 14 Kf7 Qb3+ 15 Kf8 Qb2 16 Qa7+ Kd6 17 Qe7+.

This is simpler than 17 Qxa6+ Ke5 18 Qe6+ Kf4 19 f6 Qxb4+, when White still has to play f6-f7.

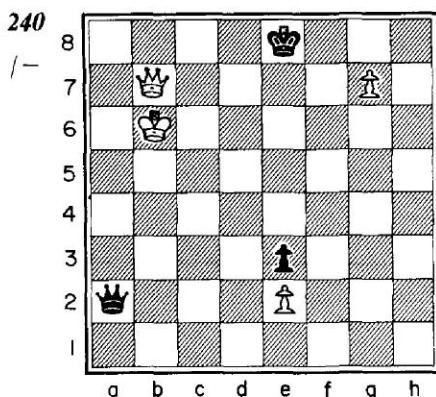
17... Kc6 18 f6 Qh2 19 Qc5+ Kd7 20 Qd5+ Kc7 21 Qd4 (the queen has again occupied a strong centralized position) **21... Kb7.**

Or 21... Qh8+ 22 Ke7 Qh7+ 23 f7, 24 Qg4 and 25 Ke8, while on 21... Qh6+ there follows 22 Ke8!

22 f7 Qh6+ 23 Ke7 Qg5+ 24 Qf7 (it is interesting that the pawn at b4 helps White to carry out his plan, by depriving the black queen of c5 and a5) **24... Qe3+ 25 Qe6 Qg5+ 26 Ke8 Qh5 27 Kd8! Qh8+ 28 Qe8,** and the f-pawn queens.

Sometimes, when it is not possible to promote the passed pawn directly, it proves possible to attack the opponent's only pawn and to win it.

Prokop, 1924*



* We give a corrected version of the study. The version given by the composer was as follows: Ka6, Qc7, pawns e2 and g7; Ke8, Qg8, pawn e3. White to play and win. The solution: 1 Qb7 Qa2+ 2 Kb6 Qb2+ 3 Kc5! etc. As shown by Khachaturov, by 1... Qc4+! (instead of 1... Qa2+) Black prevents the white king from approaching the e3 pawn, and draws.

Queen and Two Pawns against Queen and Pawn

240. 1 ... Qb2+ 2 Kc5! Qe5+.

The queen is immune: 2 ... Qxb7 is met by 3 g8=Q+ and 4 Qg7+, transposing into a won pawn ending.

3 Kc4 Qf4+ 4 Kd3 Qd6+ 5 Kxe3.

Now Black has several possibilities, but they are all insufficient:

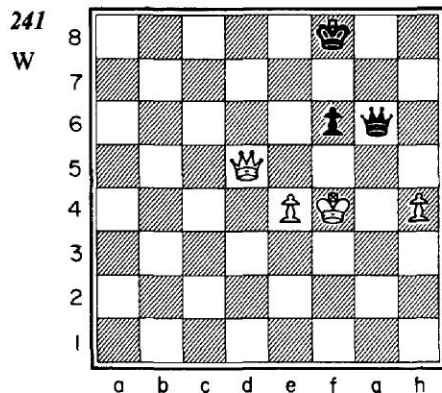
(a) **5 ... Qa3+ 6 Kf4 Qc1+ (6 ... Qa4+ 7 Qe4+) 7 e3 Qf1+ (7 ... Qc7+ 8 Kg4! Qc4+ 9 Kg3 Qc7+ 10 Kh3) 8 Qf3.**

(b) **5 ... Qc5+ 6 Ke4 Qc4+ (6 ... Qc2+ 7 Kf4 Qd2+ 8 Kf3) 7 Kf3 Qc3+ 8 e3.**

(c) **5 ... Qg3+ 6 Qf3! Qg1+ (6 ... Qg5+ 7 Kf2 Qh4+ 8 Kf1) 7 Kf4 Qh2+ 8 Kg4 Qg1+ 9 Kh3 Qxg7 10 Qa8+ Kf7 11 Qb7+ Kf6 12 Qxg7+ Kxg7 13 Kg4.**

When it is not possible either to promote the passed pawn, or to win the opponent's pawn, the ending is usually a draw.

Sämisch-Maroczy Carlsbad, 1929



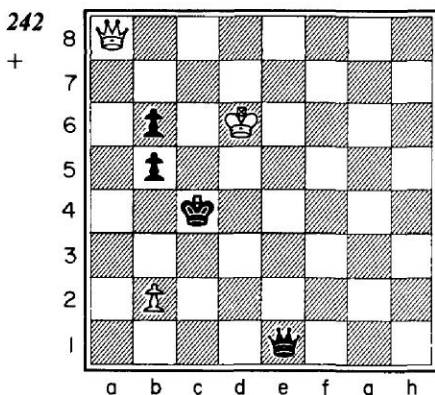
241. White has an extra passed pawn on the h-file. As we know, in queen endings the

rook's pawn is the most difficult to promote, since it is poor at screening the king from checks. Therefore all White's winning attempts proved fruitless.

1 h5 Qh6+ 2 Kg4 Ke7! (of course, not 2 ... Qg7+ 3 Kf5 Qg5+ 4 Ke6, winning) **3 Qc5+ Kd7 4 Qf5+ Ke7 5 Qf4 Qg7+ 6 Kh4 Qg2 7 h6 Kf7 8 Qc7+ Kg8 9 Qd8+ Kh7 10 Qe7+ Kxh6 11 Qxf6+ Kh7 12 Qf7+ Kh8 13 Qh5+ Kg8,** and the ending was drawn.

We should once again mention that in this type of ending a poor king position may prove to be a more important factor than a material advantage.

Kubbel, 1927



242. What can White threaten? It would seem that a draw is the best he can hope for. But there follows **1 Qd5+! Kb4 2 Qd3!**, and the black king is unexpectedly in a mating net. After both **2 ... Qc1 3 Qa3+** and **4 b3+**, and **2 ... Qa1 3 Qc3+** and **4 b3+**, Black loses his queen.

If both sides have passed pawns, the decisive factor is not the number of passed pawns, but their distance from the queening square.

2.6 ENDINGS WITH SEVERAL PAWNS (MATERIAL ADVANTAGE)

In this chapter and the following one we will be considering endings where each side has not less than two pawns.

Using a comparatively small number of characteristic positions, we have set ourselves the task of showing the basic methods of attack and defence, which are typical of queen endings.

It is expedient to divide endings with a material advantage into four groups, depending on the pawn configuration:

2.61 The stronger side has, or can create, an outside passed pawn.

2.62 The stronger side has, or can create, a passed pawn in the centre or on the K-side.

2.63 The pawns are all on one wing.

2.64 Both sides have passed pawns.

Queen endings are characterized by two features: firstly, a queen on its own, without the help of the king, is able to force the promotion of a passed pawn, if it is opposed by only one of the opponent's pieces; secondly, the defending side's queen may be able to attack the enemy king if it has been deprived of its pawn screen, and pursue it 'perpetually', in which case the game ends in a draw by perpetual check.

These features determine the plans of the two sides.

The stronger side will aim to set up a passed pawn and queen it, while the opponent will endeavour, by attacking the king, to create a threat of perpetual check.

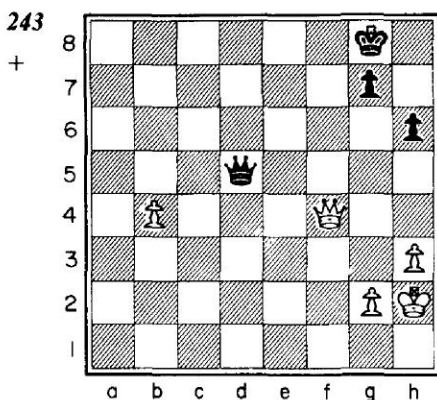
In queen endings an extra pawn is a serious advantage, but to realize it certain other conditions are necessary, as we will see in our analysis of the examples.

2.61 Outside passed pawn

As a rule, the stronger side's plan will depend to a great extent on the position of his king.

If his king has a secure shelter and does not have to fear the threat of perpetual check, the

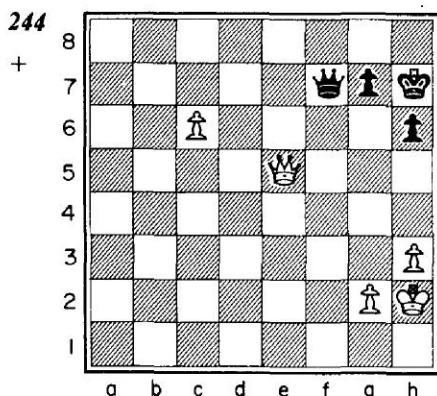
stronger side's plan is simple—to advance his passed pawn with the support of the queen.



243. White is an outside passed pawn to the good, and his king is sheltered by his queen and pawns. White queens his pawn in the following way:

1 **Qb8+** **Kh7** 2 **b5** **g5** 3 **Qc7+** (the most accurate) 3 ... **Kh8** 4 **b6** **g4** (an attempt to open up the position of the white king and to create a threat of perpetual check, but it is clearly too late) 5 **b7** **g3+** 6 **Kxg3** **Qg5+** 7 **Kh2**, and White wins.

Had Black sent his king to try and stop the pawn, the game could have gone: 1 ... **Kf7** 2 **b5** **Ke7** 3 **Qc7+** **Qd7** (otherwise 4 **b6**) 4 **Qxd7+** **Kxd7** 5 **Kg3** **Kd6** 6 **Kf4**, and White easily wins the pawn ending.



244. Again White's king is in a shelter, but here he must play carefully to suppress all attempts by the black queen to counter-attack. He must first force the queen to occupy the square in front of the pawn.

1 c7 Qd7 2 Qe4+! g6.

The only move. After 2 ... Kg8(h8) 3 Qa8+ Kh7 4 c8=Q Qd6+ 5 g3 Qd2+ 6 Qg2 White wins immediately.

3 Qc2 Qc8 (if 3 ... Qd6+ 4 g3) **4 Qc5 h5.**

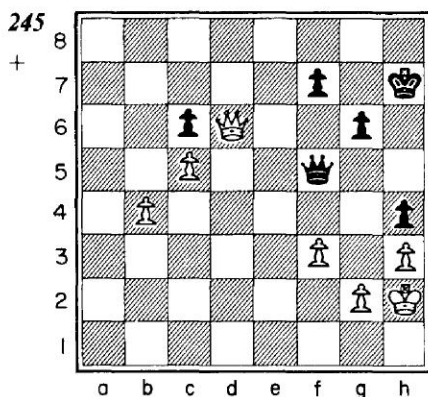
4 ... Kg7 is met by 5 Qe7+ and 6 Qd8+, 4 ... Kg8(h8) by 5 Qa7 Qe6 6 Qb8+ and 7 c8=Q, and 4 ... g5 by 5 Qc2+ Kg7 (5 ... Kg8 6 Qb3+) 6 Qb2+ and 7 Qb8.

5 Qe7+ Kh6 6 h4 Qh8 (6 ... Qa6 7 Qf8+ and 8 c8=Q) **7 Qe3+ Kh7 8 Qe6 Qd4 9 Qe7+ Kh6 10 c8=Q Qf4+ 11 Kh3**, and White wins.

In the examples just examined Black had no counter-play, since the white king was securely screened. If this is not the case, White's task is more difficult, since his king has to emerge into the 'open sea', and there seek shelter from perpetual check.

The result in this case depends mainly on whether or not the stronger side's king can hide from the pursuit of the opponent's queen.

Maroczy-Bogoljubow
Dresden, 1936



245. White cannot win a pawn by 1 Qxc6, since after 1 ... Qf2+ 2 Kg1 Qc1+ Black

gives perpetual check. He wins by sacrificing a pawn, with the aim of creating a passed pawn.

1 b5! cxb5 2 c6 Qc2 3 Qd5 (the immediate 3 c7 is simpler) **3 ... Kh6 4 Qd6 Qc4 5 c7 Kh7 6 Qd7!**

All the same White cannot queen his pawn without the help of his king, and so he gives up defending the diagonal.

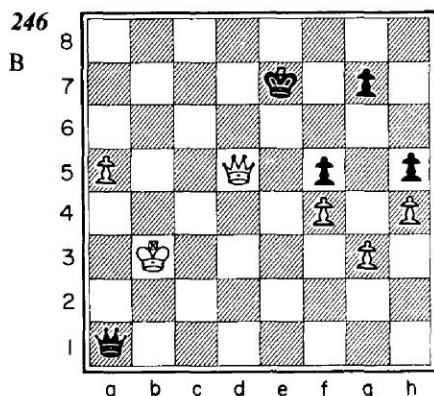
6 ... Qf4+ 7 Kg1 Qc1+ 8 Kf2 Qc5+ 9 Ke2 Qc2+ 10 Ke3 Qc5+ 11 Ke4 Qc4+ 12 Ke5 Qc3+ 13 Kd5 Qc4+ 14 Kd6 Qb4+ 15 Kc6 Qc3+ 16 Kb7, and the pawn promotes.

The reader should note that the black b-pawn provided an excellent screen for the white king, and therefore on his 4th move White was absolutely right not to capture it.

Thus here the white king found shelter in the opponent's position, where it was saved from checks along the file by an enemy pawn.

Another, no less important, way of hiding from the checks, is demonstrated by the next example.

Maroczy-Betbeder
Hamburg, 1930



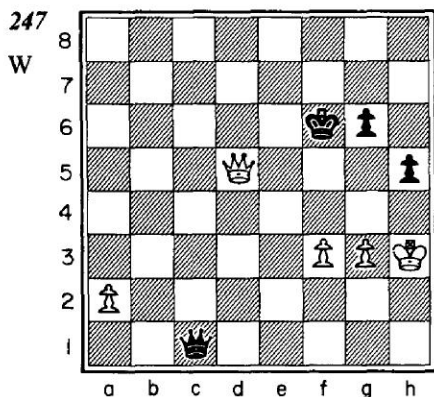
246. White's passed pawn is the least favourable one—a rook's pawn, but nevertheless he quickly escapes from the checks by using the position of the opponent's king. This procedure, which we met in the chapter on queen and pawn against queen, is highly

Queen against Queen

important in queen endings, and we will encounter it many more times.

1 ... Qb1 + 2 Ka4 g6 3 a6 Qa1 + 4 Kb5 Qb2 + 5 Kc6 Qf6 + 6 Kc7! Qc3 + (if 6 ... Qxa6, then 7 Qd7+ and 8 Qd6+, transposing into a won pawn ending) **7 Qc6 Qe3 8 Kc8!**, and Black resigned, since 8 ... Kf7 is met by 9 a7 Qxa7 10 Qd7+.

Taimanov–Gligoric Santa Fe, 1960



247. Here too White is able to invade Black's position with his pieces, and win. The outside passed pawn merely plays a diversionary role.

1 Qd4+!

Exploiting the threat to exchange queens, White first drives the opponent's king away from his pawns: 1 ... Kf7 is met by 2 Qf4+, and 1 ... Kg5 by 2 Qe5+ Kh6 3 Qf4+.

1 ... Ke6 2 Qe4+ Kd7 3 Kh4 Qd2 4 Qe5!

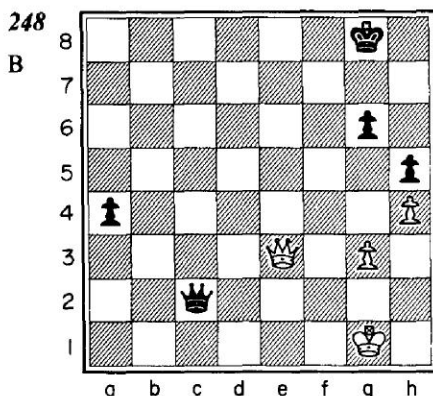
An accurate move! By giving up his a-pawn, White breaks through with his king into the enemy position. Of course, 4 Qxg6 would have been a mistake due to 4 ... Qh2+.

4 ... Qxa2 5 Kg5 Qf2 (if 5 ... Qf7, the simplest is 6 Qf6) **6 Qf4 Qb6 7 Qf7+ Kc8 8 Qxg6 Qd8+ (8 ... Qe3 + 9 Kxh5 Qxf3 10 Qg4+)** **9 Kxh5 Qd5+ 10 Kh4 Kb8 11 Qg5 Qd1 12 Qf4+ Ka7 13 Qe3+ Ka6 14 g4 Qd6**

15 f4 Qh6+ 16 Kg3 Kb5 17 Qd3+ Ka4 18 g5 Resigns.

The difficulties which may be encountered in attempts to realize a passed rook's pawn are well shown by example 248, in which the black king has to cross the whole board under attack by the white queen.

Schlechter–Pillsbury Vienna, 1898



248. 1 ... Kf7! (Black's pawns are defended by his queen, and his king sets off on its lengthy journey) **2 Kh1.**

White prefers waiting tactics. But why did he not play 2 Qe5, preventing the advance of the king?

Analysis shows that this would have simplified things for Black—2 ... Qd1 + 3 Kh2 Qd2+, and now:

(a) 4 Kh3 Qd7+ 5 Kh2 a3 6 Qa5 Qd3, and the way is open for the black king to advance.

(b) 4 Kh1, when by the pawn sacrifice 4 ... a3! 5 Qc7+ Kf6 6 Qb6+ Kf5 7 Qc5+ Kg4 8 Qxa3 Qe1+ 9 Kg2 Qe2+ 10 Kg1 Kh3 Black can break through with his king into the opponent's position. White's only defence is 11 g4+, but after 11 ... Kxg4 Black should win the ending without much difficulty.

But let us return to the game continuation. **2 ... Kf6 3 Kg1 Kf5! 4 Qg5+.**

Endings with Several Pawns (Material Advantage)

In view of the threat of 4 ... Kg4 and 5 ... Kh3, White cannot wait any more.

4 ... **Ke6** 5 **Qa5** (trying to prevent the king march) 5 ... **Kd6** 6 **Kh1 Kc6** 7 **Qd8**.

White is in *zugzwang*. 7 Kg1 is met by 7 ... Qc5+, and on 7 Qe5 or 7 Qg5 there follows 7 ... a3.

7 ... **Kb5** 8 **Qb8+** **Kc4** 9 **Qc7+** **Kb3** 10 **Qb6+** **Ka2** 11 **Qe6+** **Ka1!**

The king has arrived at the appointed place. On 12 Qf6+ there follows 12 ... Qb2, when there are no more checks, since 13 Qf1+ is met by 13 ... Qb1. This same move wins in the event of 13 Qxg6. However, the struggle is far from over.

12 **Qe3 Qb2** 13 **Kg1 a3** 14 **Kh1 a2** 15 **Kg1 Kb1**.

Black has made a very important step on the winning path—his pawn is on the threshold of queening. But where can his king hide? At a1 it is well placed, but is in the way of his passed pawn. Therefore a shelter has to be sought elsewhere.

16 **Qe4+** **Qc2** 17 **Qb4+** **Kc1** 18 **Qf4+** **Qd2** 19 **Qc4+** **Kd1** 20 **Qa4+** **Ke2** 21 **Qa6+** **Ke3**.

21 ... Kf3 22 Qf6+ Kxg3 23 Qxg6+ Kxh4 would have led to position 217, which is won for Black, but without the benefit of previous analysis it would be difficult to decide on such a variation at the board.

22 **Qe6+** **Kd4** 23 **Qd6+** **Kc3** 24 **Qa3+** **Kc4** 25 **Qa4?** (this loses) 25 ... **Kc5** 26 **Qa7+** **Kd6!** 27 **Qb8+** **Ke7!** 28 **Qe5+** **Kf7** 29 **Qc7+** **Kg8** 30 **Qc4+** **Kg7**, and White resigned, since after 31 Qc7+ Kh6 the checks come to an end.

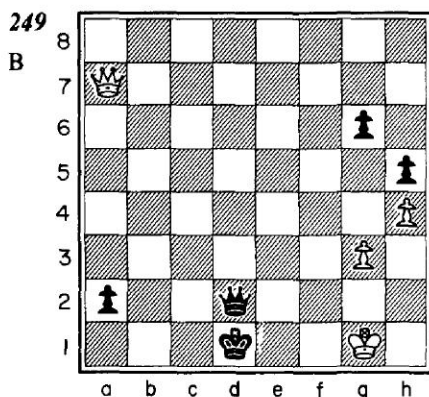
But what would have happened after 25 **Qa6+**? Euwe gives the following variation: 25 ... **Kb3** 26 **Qb6+** **Qb4** 27 **Qe3+** **Qc3** 28 **Qe6+** **Kb2** 29 **Qe2+** (29 **Qb6+** **Kc1**) 29 ... **Qc2** 30 **Qe5+** **Kb1** 31 **Qb5+** **Kc1** 32 **Qa6 Qb1**, and Black wins.

But things are by no means so simple. On 31 ... Kc1 there follows 32 **Qg5+**! **Qd2** 33 **Qc5+** **Kd1** 34 **Qa7!**, and at first sight it is not apparent how Black can win. For example: 34 ... **Qc3** 35 **Qa4+**! (the immediate 35 **Qxa2**

loses—236) 35 ... **Kc1** 36 **Qxa2 Qxg3+** 37 **Kf1**, with a draw (235).

No better is 25 ... **Kd5** 26 **Qa8+**! **Kd4** 27 **Qd8+** **Ke3** 28 **Qe7+** **Kd3** 29 **Qd6+**.

However, it has been shown by Fontana that Black has a difficult but nevertheless sure way to win. Let us return to the position reached in our analysis after White's 34th move.



249. 1 ... **Qe1** + 2 **Kh2**.

The most tenacious defence. After 2 Kg2 Black has a simpler win: 2 ... **Qe4** + 3 **Kh2** (3 **Kg1 Qb1**) 3 ... **Qc2** + 4 **Kh3 Ke2!** (the king aims for g1, and White cannot prevent it) 5 **Qa6+** **Kf2** 6 **Qa7+** (6 **Qf6+** **Qf5+**) 6 ... **Kf1** 7 **Qa6+** **Kg1** 8 **Qa7+** **Qf2**, and wins.

2 ... **Qe2** + 3 **Kh3**.

Again the strongest reply. If 3 Kg1, then 3 ... **Qc4!** 4 **Qd7+** (or 4 **Kh2 Qc2** + 5 **Kh3 Ke2**, as already examined) 4 ... **Ke2** (the king heads for the opponent's pawns) 5 **Qe7+** **Kf3** 6 **Qf6+** **Kxg3** 7 **Qxg6+** **Qg4!**, and Black wins.

3 ... **Ke1!** 4 **Qg7!**

The threat was 4 ... **Qf1+** and 5 ... **Qf2+**, exchanging queens, and therefore White switches to a different system of defence.

There is nothing better, for example: 4 **Qa3 Qf1** + 5 **Kh2 Qc4!** 6 **Kh3** (6 **Qa5** + **Kf1** 7 **Qa8 Qc2** + 8 **Kh3 Kg1**, or 6 **Qa8 Kd2!** 7 **Qa5** + **Kc2** 8 **Qe5 Qc3** 9 **Qe4+** **Kc1** 10 **Qh1+** **Kb2** 11

Queen against Queen

Qb7+ Qb3 12 Qg7+ Kb1 13 Qxg6+ Qc2+
 6... Kd2 7 Qb2+ (7 Qa5+ Kc2 8 Qe1 is no better due to 8... Qg4+ 9 Kh2 Qd4!, nor 7 Qd6+ Kc1 8 Qf6 in view of 8... Qc8+! 9 Kh2 Qc2+ 10 Kg1 Qb1) 7... Kd1 8 Qa1+ (8 Qh8 Qg4+ 9 Kh2 Qa4 10 Qd8+ Kc1 11 Qg5+ Kb1 12 Qxg6+ Qc2+) 8... Kc2 9 Qf6 (otherwise 9... Qa4 or 9... Qa6) 9... Qc8+ 10 Kh2 Qc3! 11 Qxg6+ Kc1 etc.

The reader will no doubt have noted how Black manages to exploit the position of the opponent's king to defend against the checks.

4... Qf1+ 5 Kh2 Qf2+ 6 Kh3.

In the event of 6 Kh1 Black's task is simpler: 6... Qe2! 7 Qc3+ Kf2 8 Qd4+ Kxg3 9 Qd6+ Kxh4, and wins.

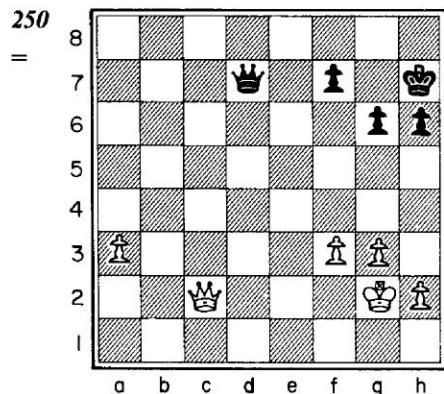
6... Qf5+ 7 Kh2 Qa5! 8 Qa1+ Ke2! 9 Kg2.

White is in *zugzwang*. If 9 Qb2+ Qd2, while 9 Kh3 is met by 9... Qf5+, exchanging queens.

9... Qd5+ 10 Kh2 Qd2 11 Kh3 Qd7+ 12 Kh2 Qa4! 13 Kh3 (or 13 Qe5+ Kd1 14 Qd5+ Kc1 15 Qg5+ Kb1, winning) **13... Kd2 14 Qb2+ Kd1 15 Qa1+ Kc2**, and after the unavoidable 16... Qa3 and 17... Qb2 Black queens his pawn.

If the stronger side does not have a secure shelter for his king, such an ending is normally a draw.

Alekhine-Reshevsky
 Holland, 1938



250. White has a strong outside passed pawn, but his weakened pawn formation prevents him from winning.

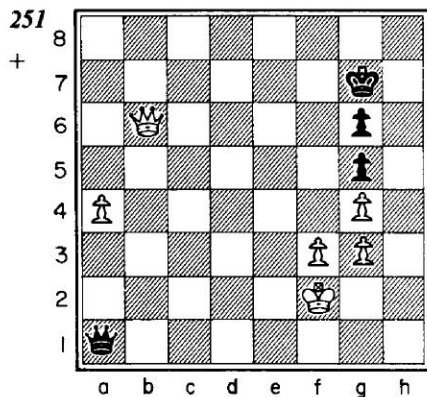
1 Qa2 Kg8 2 a4 Qc6 3 a5 Qa6!

How can White now strengthen his position? If 4 Qd5 Kg7 5 Qd4+ Kg8 6 Qb6, then 6... Qe2+. He attempts to improve his pawn formation.

4 g4 g5 5 Kf2 Qd6 6 Kf1 Qa6+ 7 Kg2 Kg7 8 Qb2+ Kg8 9 Qb8+ Kg7 10 Qe5+ Kg8 11 Kf2 Qa7+ 12 Ke2 Qa6+ 13 Kd2 Qc4! (severing the king's path) **14 Qf5 Qd4+ 15 Ke2 Qb2+ 16 Kd3 Qb3+ 17 Ke2 Qb2+.** Drawn.

Even with two extra pawns, the absence of a shelter for the king can make the win very difficult.

Alekhine-Euwe
 Nottingham, 1936



251. Without advancing his king into the enemy position, White is unable to win. Therefore he first does everything possible to prepare for the emergence of his king.

1 Qb4 Qh1 (1... Qa2+ 2 Ke3 Qg2 3 Qe1 comes to the same thing) **2 Qe1 Qh2+ 3 Ke3 Kh7 4 a5 Qa2 5 Qd2 Qa1 6 Ke2 Kh6.**

If 6... Qe5+ 7 Kf2 Qc5+, then 8 Kg2 Qc4 9 f4, with a sequel roughly as in the game.

7 f4!

White's plan is highly instructive. He intends after the exchange of pawns to play g4-

Endings with Several Pawns (Material Advantage)

g5, then drive the black king back onto the 8th rank, and finally to advance his king to the g6 pawn.

7 ... gxf4 8 gxf4 Qa4 9 Kf2! (9 g5+ is over-hasty due to 9 ... Kh5) 9 ... Kh7 (if 9 ... Qa1 10 Kg2, and on 10 ... Qa4—11 g5+ Kh5 12 Qe3!) 10 g5! Qa3 11 Qd7+ Kh8 12 Qc8+ Kh7 13 Qc7+ Kh8 14 Ke2.

At last the king can be moved!

14 ... Qa2+.

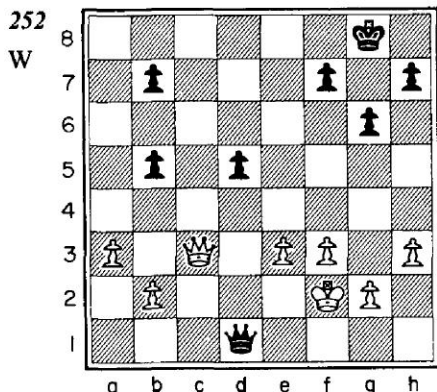
Had Black persisted with, for example, 14 ... Kg8, there could have followed 15 Kd2 Kf8 (15 ... Kh8 16 Qc3+) 16 Qd8+ Kg7 17 Qf6+ Kh7 18 a6, and the king hides from the checks on the 8th rank.

15 Ke3 Qb3+ 16 Kd4 Qb4+ 17 Kd5 Qb5+ 18 Kd4 Qa6 (if again 18 ... Qb4+, then 19 Ke5 Qb5+ 20 Kd6 Qd3+ 21 Ke7, but not 20 Kf6 Qf5+ 21 Ke7 Qf8+!) 19 Qb6 Qc8 20 Qd6! (20 Qxg6 would have allowed Black to draw by 'perpetually' sacrificing his queen) 20 ... Qc2 21 a6 Qd2+ 22 Ke5 Qc3+ 23 Ke6 Qc8+ 24 Ke7 Kh7 25 Qd7, and Black resigned, since after 25 ... Qxa6 he is mated.

We have already seen how, in realizing the extra pawn, in certain cases it was only by exceptionally subtle manoeuvring that it was possible to avoid perpetual check. An actively placed enemy queen always presents a danger, which must constantly be reckoned with.

Alekhine—Maroczy

New York, 1924



252. Here White should have played 1 Kg3, moving his king into a shelter and threatening 2 Qc8+. Instead of this he immediately won a pawn:

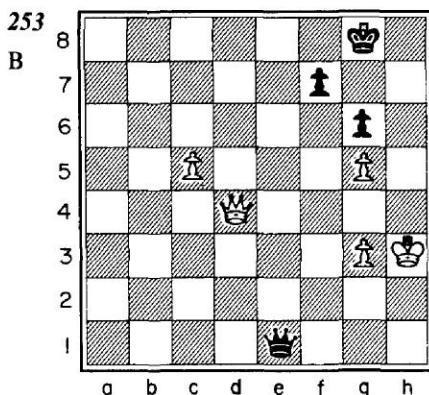
1 Qc8+ Kg7 2 Qxb7, but now came 2 ... Qd2+ 3 Kg3 d4!, and White had to agree to a draw, since after 4 exd4 Black plays 4 ... Qg5+ 5 Kh2 Qf4+, with perpetual check.

When manoeuvring with his king, the stronger side should not forget that the queen is a mating piece. Therefore the king must be moved with care, to avoid the possibility of ending up in a mating net.

Here is a tragic-comic example of such carelessness.

Borisenko—Simagin

Moscow, 1955



253. Without advancing his c-pawn White has no chance of winning. Therefore on 1 ... Qf1+ he played 2 Kg4, obviously hoping for 2 ... Qe2+ 3 Kf4, marching his king over to the pawn, or 2 ... Qf5+ 3 Kh4 Qf3 4 Qd8+ Kg7 5 Qf6+!, with a won pawn ending. But there followed: 2 ... f5+! 3 gxf6 (3 Kh4 Qh1 mate) 3 ... Qf5+ 4 Kh4 Qh5 mate!

2.62 Passed pawn in the centre or on the K-side

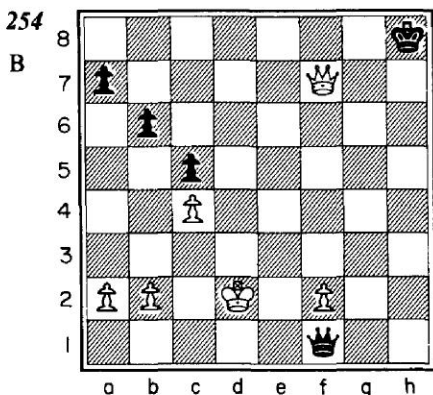
In endings of this type the creation of a passed pawn inevitably involves opening up the king's pawn screen. Therefore it is very

important to determine where the king should then head for.

As we know from previous examples, the king should hide in the depths of the enemy position, where it either simply escapes from the pursuit by using the opponent's pawns and the position of his king for a shelter, or else takes an active part in the struggle by attacking weak enemy pawns or even helping to create a mating net around the enemy king.

Lisitsin-Suetin

Kiev, 1954



254. For the moment there is no point in White advancing his passed pawn, since his king cannot support it without loss of material. His task is complicated by the fact that the black queen is actively placed, whereas his own pieces are forced to defend his pawns.

White carries out an interesting plan: he achieves the exchange of several pawns, and obtains a position where his queen on its own can defend the remaining pawns, and his king gains the opportunity to advance into the enemy position to support the passed pawn.

1 ... Qb1 2 Qf6+ Kg8 3 a3 Qf1 4 Qe6+ Kg7 5 Qe2 Qb1 6 Kc3.

White has included his king in the defence, but has also created the threat of 7 Qe7+ and 8 Qxa7. Black is therefore forced to retreat his queen.

6 ... Qf5 7 Qe7+ Kg6 8 Qd6+ (of course,

not 8 Qxa7 Qf3+! 9 Kc2 Qe2+! 10 Kb1 Qf1+!, and Black gives perpetual check) 8 ... Kg7 9 Qg3+ Kf6 10 b4! cxb4+.

If Black avoids the exchange, after 11 Qe3 White himself exchanges on c5, creating a weak pawn in the enemy position and threatening to take his king to b5. For example: 10 ... Ke6 11 Qe3+ Kf6 12 bxc5 bxc5 13 Kb3 Qb1+ 14 Ka4 Qf5 (14 ... Qb6 15 Qh6+) 15 Kb5.

11 ... Kf7! is stronger, it is true, when there would follow 12 bxc5 bxc5 13 f3, e.g. 13 ... Qf6+ (13 ... Kf6 14 Kb3!) 14 Kc2 Qf5+ 15 Qd3 Qc8 16 Qh7+ (pointed out by Konstantinopolsky). By combining threats of transferring his king to b5 and winning the a7 pawn, White finally pushes back the black pieces and gains the opportunity to advance his f-pawn.

11 axb4 Qb1 12 Qd6+ (White wishes to improve the position of his queen without loss of tempo) 12 ... Kg7 13 Qd7+ Kf6 14 Qd4+ Ke6 (14 ... Kf7 would have been met by the immediate 15 c5) 15 Qe3+! Kf7 (due to the threat of 16 Qd3+, the king cannot step onto the d-file) 16 c5! bxc5 17 Qxc5.

White consistently carries out his plan, but 17 bxc5, creating a strong passed pawn, would possibly have won more quickly. For example: 17 ... a5 18 Qf4+ Ke6 19 Qd6+ Kf7 20 c6. It is true that in this case Black would have gained some counter-play, which is evidently why White preferred the move in the game.

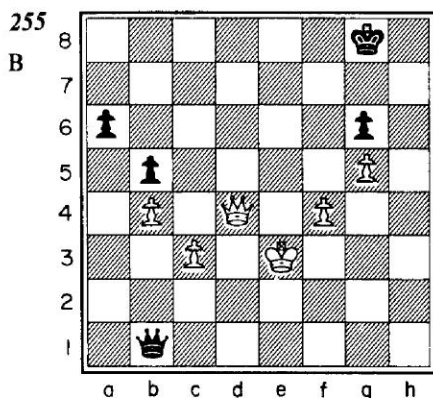
17 ... Qa1+ 18 Kd3 a6 19 Ke4 Qe1+! (parrying White's threat to take his king to the a6 pawn; now on 20 Kd5 there follows 20 ... Qe6+) **20 Kf4 Qa1**, and we reach position 239, where White wins.

255. The black queen is preventing White's king from coming into play. His first task is to drive away the queen and activate his king.

1 ... Qe1+ 2 Kd3 Qb1+! (Black does not allow the king to advance; in order to carry out this advance, White has to resort to trickery) **3 Kd2! Qa2+.**

Endings with Several Pawns (Material Advantage)

Pilnik-Trifunovic
Amsterdam, 1950



The threat was 4 Qd8+ Kh7 5 Qc7+ Kg8 6 Ke3, when the king is able to advance into the enemy position. Therefore Black has to switch his queen onto the defensive.

4 Ke3 Qe6+ 5 Qe5 Qc6 6 Qc5 Qd7 7 Ke4 Kh7.

Thus the first step has been made. White's king has been activated, but it cannot yet proceed into the black position, since 8 Qe5 is met by 8 ... Qc6+ 9 Kd4 Qc4+.

8 f5! (the time has come to set up a passed pawn) **8 ... Qb7+ 9 Kf4 gxf5 10 Qxf5+ Kg7 11 Qf6+ Kh7.**

On 11 ... Kg8, as shown by Euwe, there could have followed 12 g6, e.g. 12 ... Qc7+ (12 ... Qd5 13 Qe5) 13 Ke4 Qb7+ (13 ... Qc4+ 14 Ke3 Qd5 15 Qf7+) 14 Kd4 Qa7+ 15 Kd5 Qb7+ (15 ... Qd7+ 16 Qd6!) 16 Qc6!, and the exchange of queens is inevitable.

After the move played White wins easily by taking his king to f7: **12 Ke5 Qc7+ 13 Ke6 Qc6+ 14 Kf7**, for example;

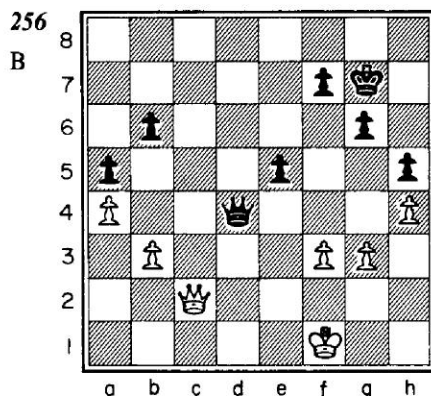
(a) **14 ... Qd7+ 15 Qe7 Qf5+ 16 Ke8+ Kg8** (16 ... Kg6 17 Qf6+) **17 Qc5!**, and the king makes for the a6 pawn.

(b) **14 ... Qc4+ 15 Qe6 Qf4+ 16 Ke8 Qb8+** (16 ... Qxg5 17 Qe7+) **17 Ke7 Qc7+ 18 Qd7 Qe5+ 19 Kf8+ Kg6 20 Qe8+.**

Instead of this, after a series of checks

White played 12 g6+ Kh6 13 g7+ Kh7 14 Qf8, which greatly prolonged the game, since from f8 the queen was unable to help the king, which had to fairly roam the board to escape from perpetual check.

Pillsbury-Burn
Vienna, 1898



256. In the preceding examples the stronger side was able to defend his pawns on both wings with his queen alone, after which his king could calmly advance into the opponent's position. Here Black is unable to achieve this, and he has constantly to reckon with active possibilities by White.

As usual, the winning plan here consists of the following steps:

- (1) The king occupies an active position.
- (2) A passed pawn is created.

(3) Exploiting the fact that the opponent's pieces are tied down by the struggle with the passed pawn, the king penetrates into the enemy pawn formation, so as to gain a decisive material advantage.

1 ... Qd5 2 Kg2 Kf6 3 Qc3 Qc5 4 Qd3 Ke7 5 Qd2 Qd4 6 Qe2 f5 7 Qb5 e4 8 fxe4 fxe4.

The first two steps have been carried out, but a deficiency has appeared in Black's position—a weak pawn at g6. White tries to tie down the opponent's king to this pawn.

9 Qg5+ Kf7 10 Qf4+ Ke6 11 Qg5 Qb2+ 12 Kh3 Qf6! 13 Qe3 Kd5! 14 Qd2+ Qd4 15 Qg5+ Qe5!

Queen against Queen

An important tactical finesse! If now 16 Qxg6, then 16 ... Qe6+ 17 Qxe6+ Kxe6, with a won pawn ending, e.g. 18 g4 e3 19 Kg3 hxg4 etc.

16 Qe3 (16 Qd2+ Kc5) **16 ... Kc6 17 Kg2 Qb2+ 18 Kh3 Qc2!** (Black has improved his queen position to the maximum extent, but White has a counter-attacking possibility) **19 Qg5 Qe2!!**

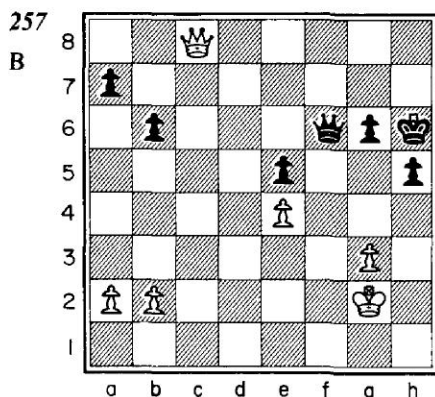
Brilliant! Black sacrifices a pawn but activates his king, which in combination with the passed pawn decides the game.

20 Qxg6+ Kc5 21 b4+.

A desperate attempt to complicate matters. After 21 Qf5+ (21 g4 Qf3+) 21 ... Kb4 22 g4 hxg4 23 Qxg4 Qxg4+ 24 Kxg4 Kc3! 25 h5 e3 26 h6 e2 27 h7 e1=Q 28 h8=Q Kxb3 29 Qg8+ Ka3! Black has a won ending with a- and b-pawns.

21 ... axb4 22 Qg5+ Kd4 (22 ... Kc4? 23 Qb5+) **23 Qf6+ Kc4 24 Qxb6 Qf3 25 Qe6+ Kc3 26 Qe5+ Kb3 27 Qd5+ Ka3 28 Kh2 b3** (the a-pawn screens the king against checks on the file) **29 Qc5+ Ka2 30 a5 b2 31 Qd5+ Qb3 32 Qd2 Qd3 33 Qf2 e3 34 Qf7+ Qb3** White resigns.

Alexander-Reshevsky
Nottingham, 1936



257. As in the previous example, we have here a position where both sides have weak-

nesses. It is not easy for Black to realize his extra pawn, since he is restricted by the active white queen. But subtle manoeuvring with his queen enables Black to win.

1 ... h4!

Probably the most favourable moment to set up a passed pawn, since it is unlikely that Black can strengthen any further the placing of his pieces. At the same time the position of the white king is exposed.

2 gxf4 Kh5! (of course, not 2 ... Qxh4? 3 Qh8+ Kg5 4 Qxe5+) **3 Qd7 a5 4 Qd1+ Kxh4 5 Qh1+ Kg5 6 Qd1 Kh6 7 Qh1+ Kg7 8 Qe1 Qd8! 9 Qc2.**

After the elimination of the g-pawn, the black queen has gained the opportunity of invading from two sides. Now Black succeeds in activating his pieces. To be considered was 9 b3, for the moment not allowing the queen onto the important c1-h6 diagonal.

9 ... Qg5+ 10 Kh3 Qe3+ 11 Kg4 Qf4+ 12 Kh3 Qf3+ 13 Kh2 (after 13 Kh4 Kh6 14 Qc6 Qf2+ 15 Kg4 Qxb2 Black wins a second pawn) **13 ... Kh6!**

Now the king advances. White decides to attempt a counter-attack, but it proves to be fairly harmless.

14 Qc6 Qf2+ 15 Kh3 Kh5 16 Qb7 Qe3+ 17 Kg2 Qd2+ 18 Kg3 Qd3+ 19 Kf2 Qd6!

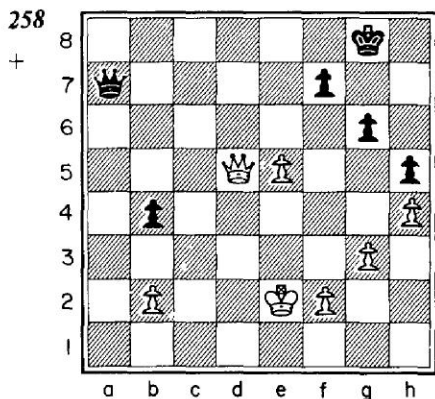
For a short time the queen retreats, so that after the advance of the king it will again come into play. At the same time the white queen, being forced to defend the e4 pawn, is essentially taking no part in the struggle.

20 Kg3 Kg5 21 Kf3 Qd8!

Black manoeuvres brilliantly with his queen. The open position of the opponent's king allows him to create threats from different sides.

22 kg3 Qf6 23 Qd5 Qf4+ 24 Kg2 Kh4! (the king advances with the unequivocal intention of creating mating threats) **25 Qc6 Qg3+ 26 Kf1 Qf3+ 27 Ke1 Qe3+ 28 Kf1 g5** (28 Kd1 would also have been met by 28 ... g5) **29 Kg2 Qd2+**, and White resigned since 30 Kf1 or 30 Kg1 is decisively met by 30 ... Kg3!

Smyslov-Lilienthal
Moscow, 1947



258. It is extremely difficult for White to set up a passed pawn in the centre or to steal up on the b4 pawn with his king, and so he exchanges his centre pawn for a flank pawn and obtains an outside passed pawn.

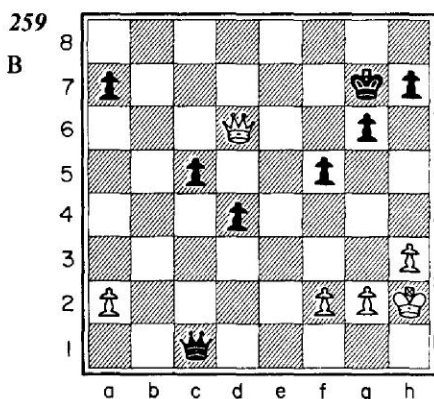
1 e6! fxe6 (1 ... Qe7 2 Qd7 Qxe6+ 3 Qxe6 fxe6 leads to a lost pawn ending) **2 Qe4! Kf7 3 Qxb4.**

It cannot be categorically asserted that White's advantage is decisive, but he has at his disposal a dangerous plan, typical of endings of this type: he places his queen at c4, advances b2-b3-b4, and then his king goes out into the 'open sea', trying to break through to the 7th rank.

In the game Black made things easier for his opponent by playing 2 ... Qa6+? After 3 Qd3! Qb6 4 Qxg6+ Kf8 5 Qxh5 he was two pawns down, and went on to lose: 5 ... Qd4 6 Qf3+ Kg7 7 b3 Qb2+ 8 Kf1 Qc1+ 9 Kg2 Qc3 10 Qe3 e5 11 h5 Qc6+ 12 Kg1 Qc3 13 Qg5+ Kf7 14 Qg6+ Ke7 15 h6! Qxb3 16 h7 Qd1+ 17 Kg2 Qd5+ 18 f3 Qd2+ 19 Kh3 Qd7+ 20 Qg4 Qd1 21 Qg7+ Resigns.

The possibility of taking the king into the enemy position is essentially the decisive factor in this type of ending. If the king cannot break free, in many cases it is not possible to realize the material advantage.

Chekhov-Ragozin
Moscow, 1945



259. Black is two connected passed pawns to the good. Such an advantage is decisive in practically any ending. But here the black king is not covered by pawns, and White is threatening to give perpetual check.

1 ... Qc4 2 f4! (if 2 Qe7+, then 2 ... Qf7 3 Qxc5 Qd7 4 Qe5+ Kf7 5 Qh8 Ke6, activating the king) **2 ... Qf7 3 a4!**

The correct idea. White is not tempted by the pawn, since after 3 Qxc5 Qd7 4 Qe5+ Kh6 5 Qh8 Qd6! Black's king hides, and his d-pawn becomes very dangerous.

3 ... h5 4 a5 Kh7 5 a6 (White has created a strong point for his queen at b7, and has tied down the black queen still further) **5 ... c4! 6 Qxd4 Qc7.**

White seems to be in great danger. 7 ... c3 is threatened, and 7 Qc3 is decisively met by 7 ... Qxf4+.

7 Qd5!! (now the point of advancing the a-pawn is fully revealed: on 7 ... c3 there follows 8 Qb7) **7 ... Qxf4+ 8 g3! Qf2+.**

On 8 ... Qc7, which is relatively best, Chekhov gives the following variation: 9 Qb7 Qg7 10 h4! c3 11 Qb3 c2 12 Qc4 (12 Qxc2 is also possible) 12 ... Qb2 13 Qf7+ Kh6 14 Qf8+ Qg7 15 Qc5, or 10 ... f4! 11 gxf4 c3 12 Qe4 Qf6 13 Kg3 Qf5 14 Qb7+ Kh6 15 Qb8, with a draw.

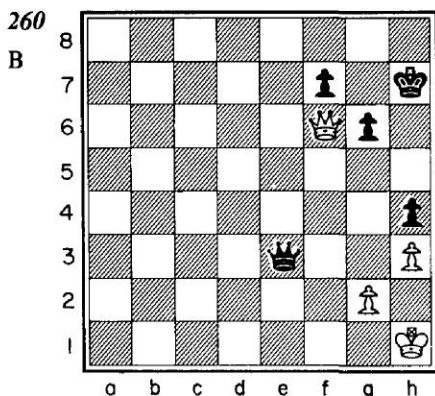
Queen against Queen

9 Kh1 Qxg3 (now White gives perpetual check) **10 Qf7+ Kh6 11 Qf8+ Kg5 12 Qd8+ Kf4 13 Qd4+! Kf3 14 Qc3+ Kf2 15 Qd2+ Kf1 16 Qd1+ Kf2** (16... Qe1 17 Qf3+ Qf2 18 Qd1+) **17 Qd2+ Kf3 18 Qc3+.** Drawn.

2.63 Pawns on one wing

If all the pawns are on one wing, the realization of the extra pawn is a difficult matter, and depends basically on whether the stronger side's king can penetrate into the enemy position.

Averbakh–Mikenas
Moscow, 1950



260. Here is a typical drawn position with three pawns against two. Black is unable to realize his advantage, since he can neither create a passed pawn, nor break through with his king into the opponent's position.

1... Qe1+ 2 Kh2 Kg3 3 Qd8+ Kg7 4 Qd6 Qe3 5 Kh1 f6 6 Qd7+ Kh6 7 Qd1!

White's defence is very simple. He must block the black king's path to g3.

7... Qf4 8 Kg1 g5 9 Qb3 Qd4+ 10 Kf1 g4.

The king cannot advance, and Black tries this harmless possibility.

11 hxg4 Qxg4 12 Kg1 Qd4+ 13 Kh2 Kg5 14 Qg8+ Kf4 15 Kh3. Drawn.

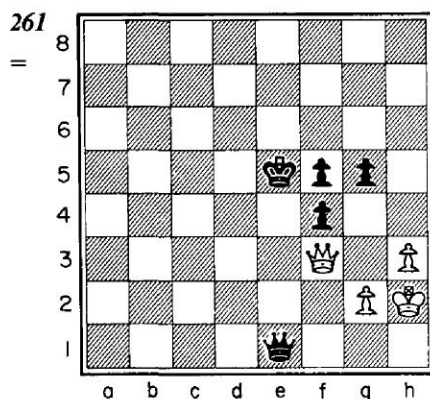
The defence was facilitated to a considerable extent by the fact that Black's pawn was

at h4, depriving his king of this square.

As we will see from the analysis of position 262, the defender's task is not so simple if the opponent's king should succeed in occupying this square.

But first we will consider example 261. Here too the attempt to realize the extra pawn proved unsuccessful.

Mross–Alekhine
Munich, 1941



261. 1 Qh5 Qg3+ 2 Kh1 Kd4 (if 2... f3 3 Qe8+, and White gives perpetual check) **3 Qh8+ Kd3 4 Qe5!** (of course, not 4 Qd8+ Ke2 5 Qe7+ Kf1 6 Qb7 Qd3!) **4... Kd2 5 Qxf5 Ke2 6 Qc2+ Kf1 7 Qc4+** (also possible is 7 Qd1+ Qe1 8 Qf3+) **7... Ke1 8 Qc1+ Ke2,** with a draw.

262. The white king is threatening to penetrate at g6. Therefore Black played 1... Qd4, which, incidentally, also defends against the threat of f5–f6.

2 Kh5 Kh7.

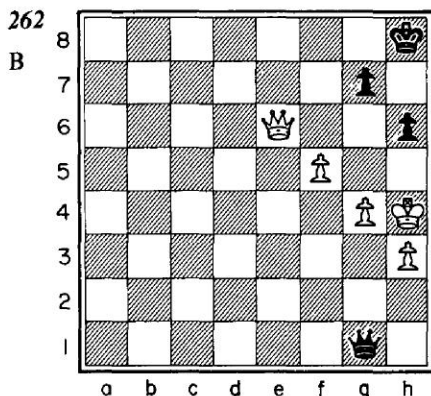
The king must not be allowed in at g6. If, for example, 2... Qd8?, then 3 Kg6 Qb8 (3... Qg5+ 4 Kf7 Qd8 5 Qe8+) 4 f6 Qb1+ 5 Qf5 Qb7 6 Qe5 Qb1+ 7 Kh5, and wins.

3 Qg6+ Kh8?

This natural move loses the game. 3... Kg8! would have drawn after 4 f6 Qe5+! 5 Qf5 Qe8+, when White does not have 6 f7+ due to 6... Qxf7+.

Endings with Several Pawns (Material Advantage)

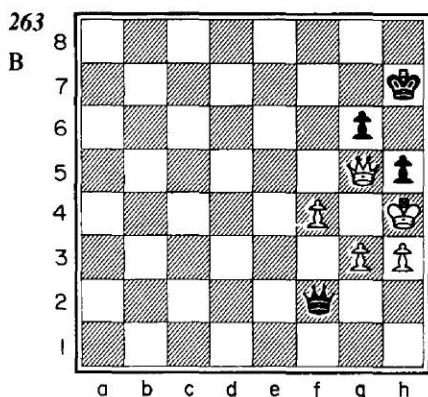
Averbakh-N.N.
simultaneous display
Shchelkovo, 1959



4 f6! Qe5+ (4... Qd5+ is met by 5 Kh4 Qd7 6 f7 Qe7+ 7 Kh5 Qc5+ 8 Qf5 gxf6 6 Kxh6 Qe3+ 7 Kg6 Qe8+ 8 Kxf6, and White won.

Some interesting subtleties of such endings are demonstrated in the following example.

Gligoric-Averbakh
Titovo-Uzice, 1967



263. White is threatening after 1 Qe7+ Kh6 2 Qe5! Kh7 to break decisively into his opponent's position: 3 Kg5! Qxg3+ 4 Kf6, and the mating threats cannot be parried.

Black therefore played 1... Qd4, and the game continued:

2 Qe7+ Kh6 3 Qf8+ Kh7 4 Qf7+ Kh6 5 Qe7 Qa1.

An inaccuracy, which worsens Black's position. Correct was either 5... Qd5 or 5... Qb6. For example: 5... Qd5 6 Qg5+ Qxg5+ 7 fxg5+ Kg7 8 g4 hxg4 9 Kxg4 Kf7 10 Kf4 Ke6 11 h4 Kf7, with a draw. Also unsuccessful here is the pawn break 6 Qf6 Kh7 7 f5 due to 7... Qe4+ 8 Kg5 Qe3+.

Or 5... Qb6 6 Qf8+ Kh7 7 f5, and now 7... Qd4+! 8 Kg5 Qd2+ etc.

6 Qf8+ Kh7 7 Qd6!

The queen takes away important squares from the opponent's queen. If now 7... Qe1, then 8 Qe5 Qb4 9 Kg5 Qb7 10 f5, and wins, while 7... Qc3 leads after 8 Qe7+ Kh6 (8... Kg8 9 f5) 9 g4 to the game continuation. Finally, 7... Kh6 is met by 8 f5.

7... Qa5 8 Qe7+ Kg8 (8... Kh6 9 g4) 9 Qe8+ Kh7 10 Qf7+ Kh6 11 Qg8 Qa1 12 Qd8+ Qc3?

The losing move. On 12... Kh7 there would have followed 13 Kg5, but correct was 12... Qg7! 13 Qg5+ Kh7 14 Qe5 Qd7! 15 f5 gxf5 16 Kxh5 Qf7+ 17 Kg5 Qg6+ 18 Kf4 Qh6+ 19 Kxf5 Qxh3+, when White is unable to realize his extra pawn.

13 Qg5+ Kh7 14 Qe7+ Kh6 15 g4! hxg4 16 hxg4 g5+ 17 fxg5+ Kg6 18 Qf6+, and White won.

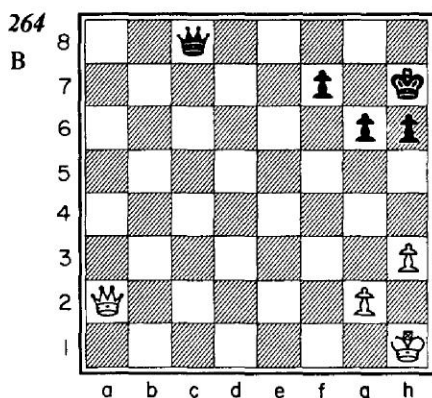
Thus the defence in such endings demands a certain accuracy. In particular the defender must be on the watch for pawn breaks, and he must not allow the opponent's king to penetrate into the heart of his position.

The following example is instructive, in that the defending side chose an incorrect method of defence.

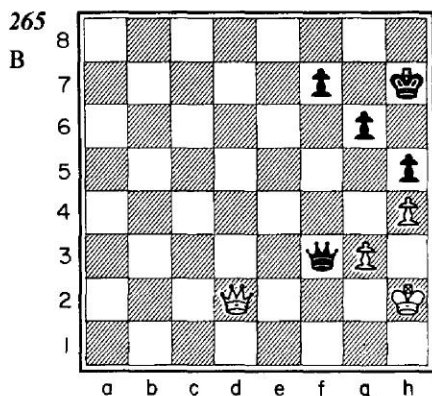
264. The position differs only slightly from example 260. White's task—to prevent the penetration of the enemy king into his position—can be carried out here without difficulty.

1... Qc1+ 2 Kh2 Qf4+ 3 g3 (White unnecessarily weakens his pawn position; 3

Ciocaltea-Unzicker
Moscow, 1956



Kh1 was correct) 3 ... Qf3 4 h4 h5 5 Qd2 (265).



265. We have reached a position where the defending side has a slightly different pawn formation than in the earlier examples. With this arrangement of the pawns the defence is more difficult.

5 ... Kg7 6 Qd4+ Qf6 7 Qd2 Qe5 8 Kg2 Kf6 (Black tries to take his king into the opponent's position) 9 Qd8+ Kf5 10 Qd7+ Qe6 11 Qb5+ Qe5.

The attempt to advance the king—11 ... Ke4—is parried by 12 Qe2+ Kd4 13 Qd2+ Kc4 14 Qc2+ Kb4 15 Qd2+ etc. Therefore the king goes back, in order to repeat this operation in a more favourable situation.

12 Qd7+ Qe6 13 Qb5+ Kf6 14 Qg5+ Kg7 15 Qd2 (the first wave has been parried, but the battle continues) 15 ... Qc4 16 Kh2.

White plays carelessly. The black king's exit should have been barred by 16 Qd8! or 16 Qd6! But now the king can again advance, since there is a shelter for it at c2.

16 ... Kf6! 17 Qd8+ Ke6 18 Qe8+ Kf5 19 Qd7+ Ke4 20 Qe7+ Kd3 21 Qa3+ Kc2 22 Qe7.

After 22 Qd6! Black's task would still have been very difficult, whereas now he is able to create decisive threats.

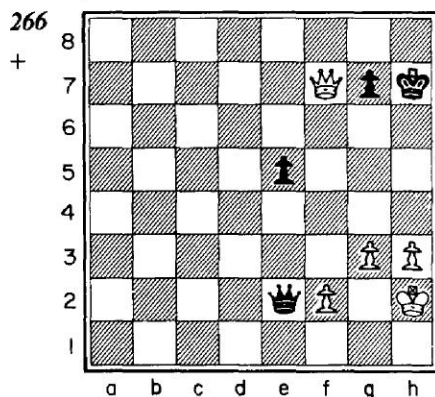
22 ... Kd1 23 Qd8+ Ke2 24 Qe7+ Qe6 25 Qb7 Kf2 26 Qg2+ Ke1 27 Qg1+ Ke2 28 Qg2+ Kd3! 29 Qf3+ Kd2 30 Qf4+ Ke2 31 Qc7 f5.

White's position is deteriorating fast. He only has a few harmless checks.

32 Qc2+ Kf3 33 Qg2+ Ke3 34 Qb2 Qc4 35 Qa3+ Qd3 36 Qc5+ Kf3 37 Qc6+ Qe4 38 Qc3+ Kf2 39 Qc5+ Qe3 40 Qc2+ Qe2! 41 Qc6 Kf1+ (41 ... f4 would also have won easily) 42 Kh3 (42 Kh1 Qe4+) 42 ... Kg1! 43 Qc5+ Qf2 44 Qe3 (the last try) 44 ... f4! White resigns.

If, with three pawns against two, the defender has pawn weaknesses and his pieces are badly placed, it is normally possible to win even against accurate defence.

Averbakh-Suetin
Kiev, 1954



Endings with Several Pawns (Material Advantage)

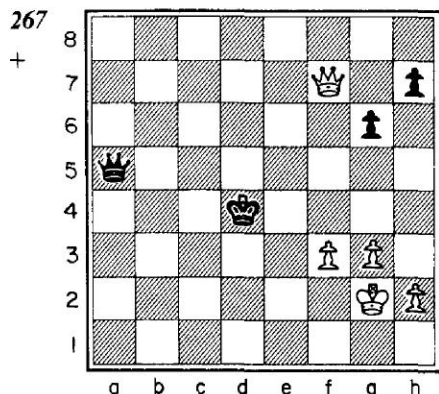
266. White's plan is clear: he advances his king and weaves a mating net around the opponent's king.

1 g4 Qd2 2 Kg3 Qc3+ 3 Kh4 Qd4 4 Qf5+ g6.

This eases White's task somewhat, but if the king retreats to the 8th rank, after 5 f3 and 6 Kh5 White plays g5-g6 and again creates a mating net.

5 Qf7+ Kh6 6 Qf6! Kh7 7 Kg5 Qd2+ 8 f4! exf4 9 Qf7+ Kh8 10 Kh6 Resigns.

Reshevsky-Fine
Nottingham, 1936



267. Black's king is cut off from his pawns, and by **1 Qd7+! Ke3 2 Qe7+ Kd3** (2... Kd4 3 Qe4+, exchanging queens) **3 h4!** White could have easily realized his advantage.

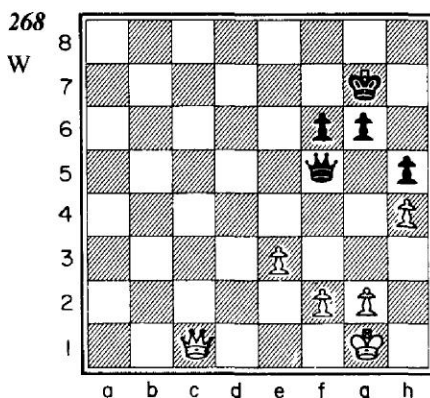
Instead of this he played **1 Qxh7?**, which allowed Black to use the position of his king for a counter-attack: **1... Qa2+ 2 Kh3 Qe6+ 3 g4 Ke3! 4 Qb7 Kf2!**, and the game ended in a draw.

268. With four pawns against three it is again not normally possible to realize the advantage, provided only that there are no additional factors which lessen the defender's chances.

1 Qc7+ Kg8 2 f3 Qd3 3 e4 Qd2 4 Kh2 Qb2 5 Qg3 Kf7 6 f4 Qe2 7 Qb3+.

If 7 e5, then 7... fxe5 8 fxe5 Qe4! 9 Qg5 (9

Sämisch-Maroczy
Carlsbad, 1929



Qb3+ Kg7) 9... Ke6 10 Qf6+ Kd7 11 Kg3 Qe3+, or 11 Qf7+ Kd8 12 e6 Qxh4+ with a draw (Fine).

7... Kf8 8 Qb8+ Kf7 9 Qc7+ Ke6 10 f5+ gxf5 11 Qc8+ Ke7 12 Qxf5 Kf7 13 Kh3 Qd3+ 14 Qf3 Qd7+ 15 Kh2 Qb5 (15... Kg6 is simpler) **16 g4 hxg4 17 Qxg4.**

White has at last set up a passed pawn, but it is a rook's pawn, and Black is able to defend.

17... Qb2+ 18 Kg3 Qc3+ 19 Qf3 Qc7+ 20 Kg4 (the king attempts to penetrate into the opponent's position) **20... Qd7+ 21 Kh5 Qe8+ 22 Qf5 Qh8+ 23 Kg4 Qg8+ 24 Kf4 Qg1?**

A mistake. **24... Qg2!** was stronger.

25 Qd7+ Kf8 (25... Kg6 also loses to **26 Qe8+ Kg7 27 Qe7+ Kg6 28 h5+**) **26 Qd5?**

White returns the 'compliment'. By **26 Kf5! Qf1+ 27 Kg6** he could evidently have won. But had the black queen been at g2, due to the threat of **26... Qh3+** the move **26 Kf5** would not have been possible.

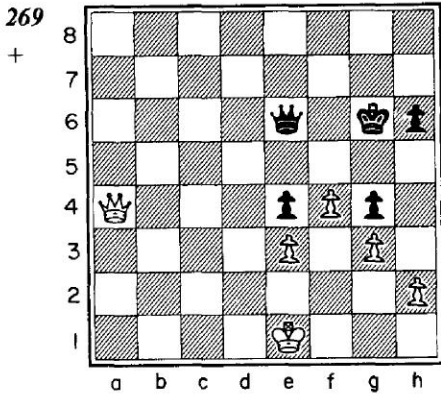
26... Qg6, and we reach the drawn position 241.

269. The black pawns are weak, and this allows White to win.

1 Qb5! (threatening by **2 f5+** to transpose into a won pawn ending) **1... Qa2.**

Black launches a counter-attack. On **1...**

Flohr-Keres
Kemer, 1937



Kf6 there would have followed 2 Kd2 Qa2+ (2 ... Kg6 3 f5+) 3 Kc3 Qxh2 4 Qe5+ Kf7 5 Qf5+ Kg7 6 Qxg4+ Kh7 7 f5.

2 Qe8+ Kg7 3 Qd7+ Kf6.

If 3 ... Kh8, then 4 Qc8+ Kh7 5 Qf5+ Kh8 6 Qxe4, for example: 6 ... Qa1+ 7 Kd2 Qa5+ 8 Kc2! Qa2+ 9 Kc3 Qa3+ 10 Kc4 Qa4+ 11 Kd5 Qd7+ 12 Kc5! Qa7+ 13 Kd6 Qb8+ 14 Ke7 Qc7+ 15 Kf6 Qg7+ 16 Ke6! Qg8+ 17 Kd7 Qf7+ 18 Kd6 Qf6+ 19 Qe6, and White wins.

4 Qxg4! (pointed out by Fine; in the game White played a weaker continuation) **4 ... Qxh2 5 Qh4+! Qxh4 6 gxh4 Kf5 7 Kd2 Kg4 8 Kc3 Kxh4 9 Kd4 Kg4 10 Ke5 h5 11 f5 h4 12 f6 h3 13 f7 h2 14 f8=Q h1=Q 15 Qf5+ Kg3 16 Qf4+ Kh3 17 Qh6+**, and by exchanging queens White wins.

270. To win, White must succeed in breaking through with his king to the e6 pawn, capture it, and then queen his own e-pawn. Therefore 1 ... Qc6 was correct, preventing this plan, but instead there followed:

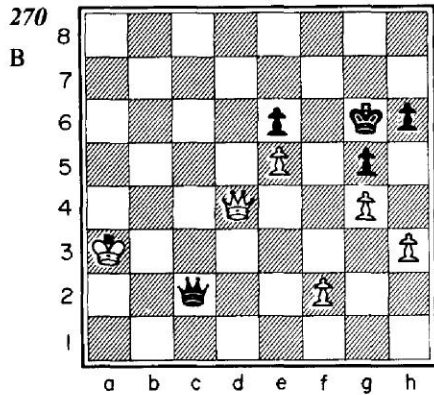
1 ... h5.

A serious mistake. The weakening of the g5 pawn will subsequently play a decisive role.

2 Kb4 (of course, not 2 gxh5+ Kh6 and 3 ... Qf5, with an easy draw) **2 ... Kh6 3 Qd6!**

This same move would have followed on 2 ... Qc6. Disregarding possible loss of material, White carries out his plan.

Averbakh-Krogius
Tbilisi, 1959



3 ... Qb2+ 4 Ka4 Qa2+ 5 Kb5 hxd4 6 hxd4 Kg6.

Had Black taken the f-pawn, there could have followed 7 Qxe6+ Kg7 8 Kc6, for example: 8 ... Qc2+ 9 Kb7! Qe4+ 10 Kc7 Qc2+ 11 Kd8, or 8 ... Qf3+ 9 Kc7 Qc3+ 10 Kd7 Qd4+ 11 Ke8. White's king manages to escape from the checks, and his extra pawn is bound to decide the issue.

7 Kc6! Qa4+ 8 Kc7 Qxg4 9 Kd7 Kh5 10 Qxe6 Qa4+ 11 Kd8 Qd4+ 12 Qd6 (12 Ke8 is also possible, since on 12 ... Qxf2 White has 13 Qf7+) **12 ... Qxf2 13 e6** (229).

With five pawns against four the winning chances, naturally, increase, since it is possible to set up an outside passed pawn.

271. 1 d5! Ke7 2 Qd4 exd5 3 exd5 Kd6 4 Qf4+ Kxd5.

This loses, whereas after 4 ... Ke7 5 Qe5+ Kd7 it would have been no easy matter to win the ending.

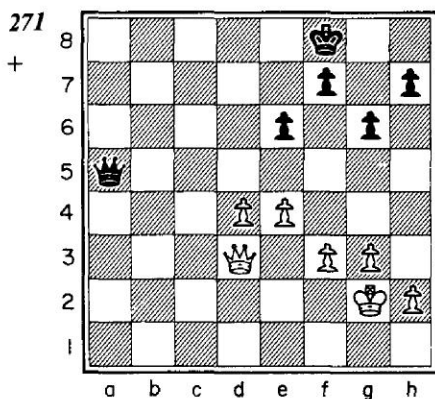
5 Qxf7+ Kd4, and we obtain position 267, where by 6 Qd7+ White can decide the game in his favour.

2.64 Both sides have passed pawns

In positions where both sides have passed pawns, the stronger side wins if he is able to stop the opponent's pawn and advance his own. A material advantage here is relatively

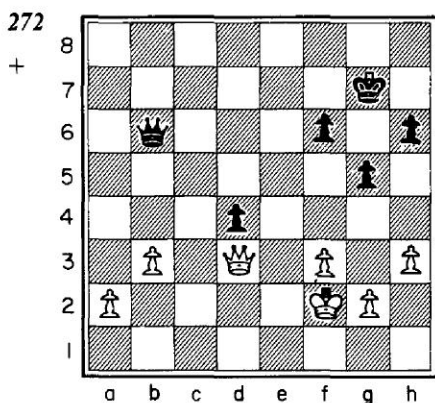
Endings with Several Pawns (Material Advantage)

Reshevsky-Fine Nottingham, 1936



unimportant. What is important is how far advanced the pawns are, and how the pieces can combat them.

Maroczy-Janowski London, 1899



272. Here White can neutralize the black passed pawn. To do this he brings up his king, and the white pawns can then begin their victorious advance.

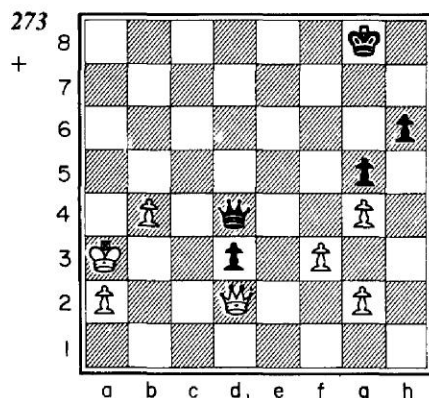
1 Ke2 Qe6+ 2 Kd2 Qe5 3 b4 Qh2 4 Qe2 Qc7 5 Qd3 Qh2 6 b5!

White finds the correct plan. Not worrying about the loss of pawns on the K-side, he

advances his outside passed pawn as quickly as possible.

6 ... Qxg2+ 7 Qe2 Qxh3 8 b6 Qd7 9 Qc4 Kg6 10 Qc7 Qe6 11 Qc2+! f5 12 Qb3! Qe5 13 b7 Qb8 14 Kd3 (threatening 15 Qe6+ and 16 Qc8) 14 ... Kf6 15 Qb6+ Kf7 16 Qxh6 Qe5 17 Qh7+ Ke6 18 Qg8+ Ke7 19 b8=Q Qe3+ 20 Kc4 Qc3+ 21 Kb5, and Black resigned, since the white king easily hides from the checks.

Mikenas-Botvinnik Moscow, 1940



273. White is as many as two pawns to the good, but the black d-pawn restricts his actions.

White carries out a typical plan: he gives up one of his pawns, but eliminates the opponent's main trump—his d-pawn.

1 Kb3 Kf8 2 a4 Qd5+.

Black's king cannot join the struggle with the passed pawn: as soon as it steps onto the c-file, Qc3+ forces the exchange of queens. The exchange of pawns is therefore practically forced.

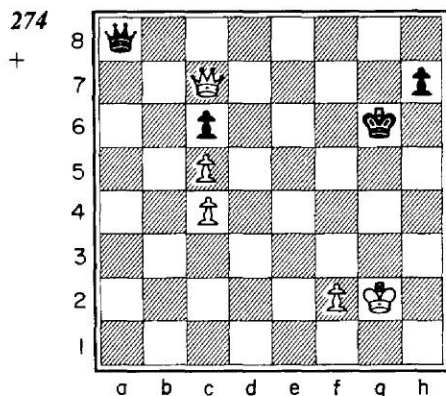
3 Kc3 Qc6+ 4 Kxd3 Qxa4 5 Kc4 Kg8.

From here the procedure is already familiar. The simplest way to win was by 6 Qd5+ Kg7 7 Kc5, for example: 7 ... Qa7+ 8 Kb5 Qb8+ 9 Kc4 Qc7+ 10 Kb3 and 11 b5. No better is 7 ... Qc2+ 8 Kb6 Qf2+ 9 Kb7 Qxg2 10 b5.

Queen against Queen

In the game White did not play the best moves, but in the end he realized his advantage.

Bernstein–Alekhine Paris, 1933



274. White has the advantage, not so much due to his extra pawn, as to the significantly superior position of his queen, since Black's queen, being forced to defend the c6 pawn, is passively placed. Without allowing the opponent's queen to break free, White gradually advances his f-pawn and activates his king.

1 Qd6+ Kg7 2 Qe7+ Kg6 3 Qe6+ Kg7 4 f3 Qb7 5 Kg3 Qc7+ 6 Kg4 Qb7 7 f4 Kf8 8 Qf6+ Kg8 9 Qd8+ Kg7 10 Qd6 Qc8+ 11 f5 Qe8 12 Kf4! Kf7 13 Qh6 Kg8 14 Qf6! Qb8+ 15 Qd6 Qb7.

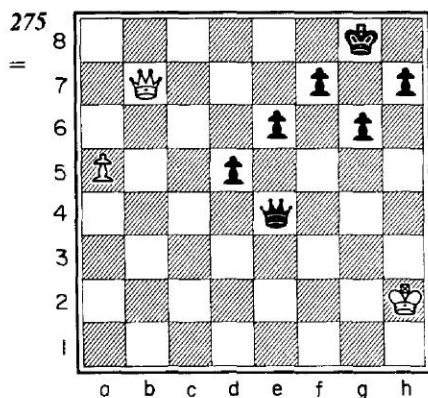
Couldn't Black have returned his queen to e8? Analysis shows that then White wins by 16 Qc7 or even 16 Kg5. For example: 16 Kg5 Qe3+ 17 Kf6 Qh6+ 18 Ke7, or 16 ... Kg7 17 Qc7+ Kg8 (17 ... Qf7 18 f6+ Kg8 19 Qc8+ Qf8 20 Qxc6) 18 Kf6 etc.

16 Qd8+ Kg7 17 Kg5! h6+.

If 17 ... Qa7 or 17 ... Kf7, then 18 Qf6+ Kg8 19 Kh6!, and Black is helpless. For example (after 17 ... Qa7): 19 ... Qb7 20 Qe5 Qd7 21 Qe6+ Qxe6+ 22 fxe6 Kf8 23 Kxh7 Ke7 24 Kg8!, or 20 ... Qf7 21 Qg3+ Kf8 22 Qb8+ Ke7 23 Qd6+ and 24 Qxc6+.

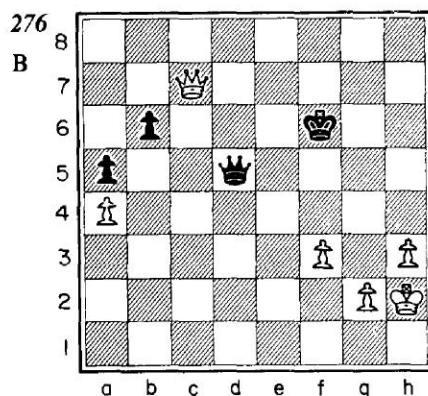
18 Kf4 Qf7 19 Ke5! h5 (if 19 ... Qxc4, then 20 Qf6+ Kg8 21 Qg6+ Kf8 22 Qxh6+ and 23 Qe6+) 20 Qg5+ Kf8 21 Kd6! Qh7 22 Qd8+ Kg7 23 Qe7+ Kg8 24 Qxh7+ Kxh7 25 f6! Resigns.

We have already mentioned that, if the weaker side has a dangerous passed pawn which cannot be securely blocked, the material advantage ceases to play an important role. What becomes of decisive importance is the degree of advancement of this pawn.



275. After 1 a6 Black must be satisfied with perpetual check, since the a-pawn is too close to the queening square.

Averbakh–Zurakhov Minsk, 1952



Endings with Several Pawns (Positional Advantage)

276. White is two pawns up, but after **1 ... b5** Black set up a dangerous passed pawn, and a pawn 'race' began.

2 axb5 Qxb5 (if **2 ... Qe5+**, then **3 Qxe5+ Kxe5 4 h4 a4 5 h5 a3 6 h6 Kf6 7 b6**, and White wins) **3 Qd6+ Kf7** (**3 ... Kg5** and **3 ... Kf5** lead to mate; **3 ... Kg7** was more accurate) **4 h4 a4 5 Qf4+ Ke6**.

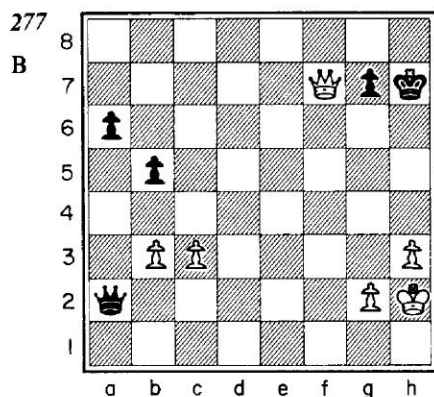
Black's attempt to take his king to the opposite wing leads to defeat. It would have been better to keep the king at g6.

6 Qg4+ Kd6 7 Qg6+ Kc7 8 h5 Qe5+ 9 Kh3. Black resigned, since after **9 ... a3 10 h6 a2 11 Qg7+ Qxg7 12 hxg7 a1=Q 13 g8=Q** the queen ending is hopeless.

The reader should take note of a defensive procedure, typical of such endings, whereby the weaker side exchanges the pawns on one wing and transposes into a simple position with pawns only on the other wing.

Pilnik-Averbakh

Stockholm, 1952



277. Had White been able to play **1 b4**, he would have obtained good winning chances. But it was Black's move, and he played **1 ... Qc2!** with a simultaneous attack on both pawns.

2 Qh5+ Kg8 3 Qd5+ Kh7 4 c4 bxc4 5 bxc4 a5!

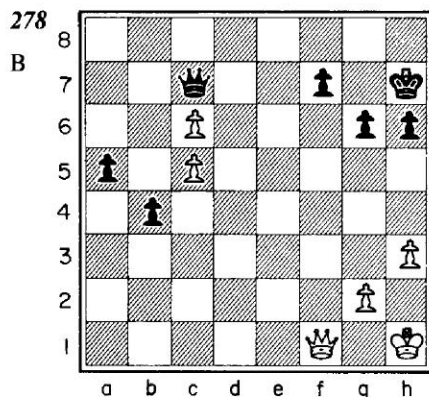
This last move is very important, leading

by force to the exchange of the a-pawn for the c-pawn.

6 Qh5+ Kg8 7 Qd5+ Kh7 8 Qxa5 (no different is **8 c5 a4 9 c6 a3**) **8 ... Qxc4 9 Qe5 Qd3**, and we reach position 233, where Black easily draws.

Ciocaltea-Unzicker

Moscow, 1956



278. Here too the Q-side pawns are quickly exchanged.

1 ... a4 2 Qb5 Qf4 3 c7 Qxc7 4 Qxb4 Qa7 5 c6 a3 6 Qc3 a2 7 Qa1 Qf2 8 c7 Qc2 9 c8=Q Qxc8 10 Qxa2, and we reach position 264, in which Black has merely practical winning chances.

2.7 ENDINGS WITH SEVERAL PAWNS (POSITIONAL ADVANTAGE)

In this chapter we will examine a number of examples where one of the sides has a positional advantage, and attempts to realize it.

How is a positional advantage defined? When analysing a position it must first be correctly evaluated. The evaluation of a position depends on the placing of the pieces and pawns and on their interconnection.

Queen against Queen

A positional advantage is often the sum of several small advantages. In this case it is important to pick out the chief feature of the position which determines the advantage of one of the sides.

These main features are:

2.71 The possibility of creating, or the existence of a passed pawn.

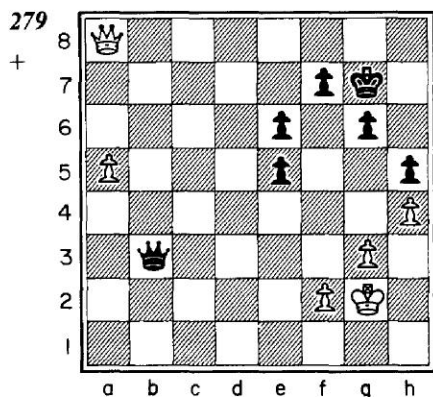
2.72 Superior piece placing.

2.71 Passed pawn

The existence of a passed pawn or the possibility of creating one is a significant advantage in many endings, including queen endings.

A passed pawn is especially dangerous when the stronger side's king has a pawn screen, and he does not have to fear perpetual check.

Euwe-Reshevsky
Nottingham, 1936



279. Black is a pawn up, but the advantage, and, moreover, a decisive one, is on the side of White, since his passed pawn can rapidly advance, and his king is securely defended.

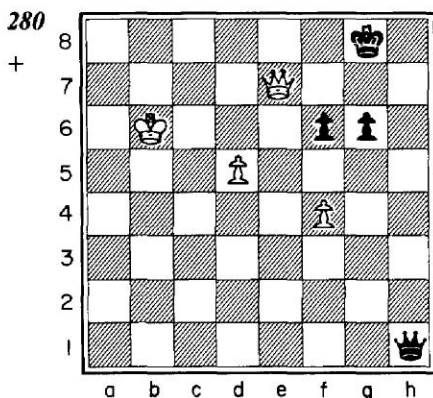
1 a6 Qa3.

If 1 ... Qa2, then 2 a7 e4 3 Qb7 e3 4 a8=Q

Qxf2+ 5 Kh3 Qf5+ (5 ... e2 6 Qb2+) 6 Kh2 Qf2+ 7 Qg2.

2 a7 e4 3 Qb8 Qf3+ 4 Kg1 Qd1+ (4 ... e3 can be met by 5 a8=Q, as well as by 5 Qe5+ and 6 Qxe3) **5 Kh2 Qe2 6 Qe5+!**, and Black resigned: 6 ... Kh7 7 Qf6 Qa2 8 Qxf7+ Kh6 9 Qf8+ and 10 a8=Q.

Tartakower-Rosselli
Semmering, 1926



280. White has a strong passed pawn, but his king is exposed. Nevertheless Black is unable to exploit this factor, since the white king finds a shelter inside the enemy position.

1 Qe6+!

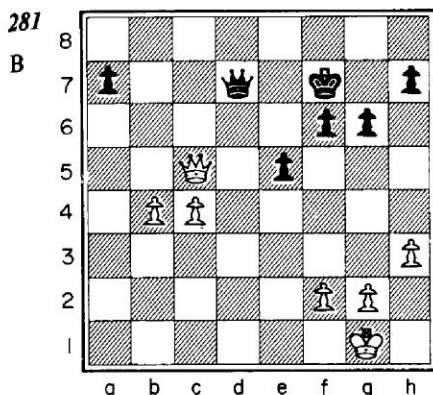
The immediate 1 d6 is less clear, in view of 1 ... Qb1+ 2 Kc7 Qc1+ 3 Kd8 Qxf4 4 Ke8 (if 4 d7 Qb8 mate, or 4 Qe6+ Kf8) 4 ... Qa4+ 5 Qd7! (5 d7 leads only to a draw after 5 ... Qa8+!! 6 d8=Q Qa4+, since the black queen gives perpetual check from a8-a4-e4) 5 ... Qe4+ 6 Kd8. If now 6 ... f5, then 7 Qe8+ Kg7 8 Qe7+ Kh6 (8 ... Kg8 9 Qxe4) 9 d7, and the king hides from the checks at f8, but after 6 ... Qa8+ 7 Ke7 Qa3 or 7 Qc8 Qe4 White still has to demonstrate that he has winning chances.

1 ... Kg7 2 d6 Qb1+ 3 Kc7 Qc1+ 4 Kd8 Qxf4 5 Ke8! g5 (5 ... Qa4+ 6 d7 Qb5 7 Qf7+ and 8 Kf8) 6 d7 Qa4 7 Qe7+ (the

Endings with Several Pawns (Positional Advantage)

immediate 7 Qf7+ is simpler) 7 ... Kg8 8 Qf7+ Kh8 9 Kf8 Qa8+ 10 Qe8 Resigns.

Keres-Aronin
Moscow, 1951



281. White had an undisputed advantage: he has a passed pawn plus a shelter for his king, while the black queen is forced to defend the a-pawn and to occupy a passive position.

Black would be able to defend successfully only if he were able to break up the enemy king's shelter, or in turn to set up a passed pawn.

1 ... Ke6.

Attempting to bring up the king, but this proves impracticable. Stronger was 1 ... h5 or 1 ... e4, threatening to advance the pawns.

2 g3 Qd1 + 3 Kg2 Qd7 4 h4 Qb7+ 5 Kh2 Qd7 6 Qf8!

Black's trivial attacks have allowed White to set up a secure pawn screen around his king, and thus to free his queen for active operations.

6 ... h5.

Probably the decisive mistake. Correct was 6 ... f5 with the threat of 7 ... Qd4.

7 Qg8+ Kf5 8 c5 Qd4 9 Qc8+! Ke4 10 Kg2 Kd3 11 Qa6+ Kd2 12 Qd6 (12 Qxf6 was probably simpler) 12 ... Ke2 13 Qxd4 exd4

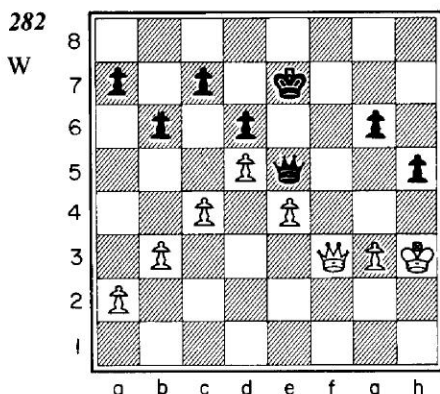
14 c6 d3 15 c7 d2 16 c8=Q d1=Q 17 Qe6+ Kd3 18 Qd7+ Ke2 19 Qe7+ Kd3 20 Qxa7.

White is an outside passed pawn to the good with a secure king position. The game is decided.

20 ... Qg4 21 Qe3+ Kc4 22 Qc5+ Kd3 23 Qe3+ Kc4 24 Qc5+ Kd3 25 b5 Qe4+ 26 Kh2 Qa8 27 Qc6 Qa2 28 Kg2 g5 29 b6 gxh4 30 Qf3+. Black resigned: on 30 ... Kc4 or 30 ... Kd2 there follows 31 b7 Qb2 32 Qf4+ and 33 b8=Q.

The following ending is an example of the accurate realization of an advantage.

Keres-Alekhine
Dresden, 1936



282. Black can set up a passed pawn on the K-side, whereas on the Q-side and in the centre his four pawns supported by his queen successfully oppose the five white pawns. In addition Black's queen occupies an active position, and is constantly threatening to win one or even two pawns on the Q-side.

Thus the advantage is with Black, but it is not easy to realize, since his king does not have a shelter.

1 Qf4 Qf6 (the exchange on f4 would suit White) 2 Qh6 Kf7!

Black is ready to parry the threat of 3

Queen against Queen

Qh7+ with 3 ... Qg7! In order to strengthen his position still further, he must evict the white queen from h6.

3 Kg2.

Since White's chances of saving the game are based on the active position of his queen at h6, to be considered was 3 a3, as suggested by Konstantinopolsky, for example: 3 ... Qf1 + 4 Kh2 Qe2 + 5 Kg1! Qxe4 6 Qh7+ and 7 Qxc7.

3 ... Qb2 + 4 Kh3.

A continuation of the same passive plan. After 4 Kf3 Qc3 + 5 Kf2 Qc2 + 6 Kf3 Qd3 + 7 Kf2 Qxe4 8 Qh7+ and 9 Qxc7 White would have had better drawing chances.

4 ... Qa1! 5 Qf4 + Kg7 6 Qf3 (the queen has been forced to abandon h6 and to switch to defence) **6 ... Qf6** (of course, not 6 ... Qxa2 7 Qc3 +! and 8 e5) **7 Qe2 Kh6 8 Kg2 g5 9 b4 Qe5 10 Qf3 Kg6 11 g4.**

This loses material. After 11 a3 Qb2 + 12 Kg1 Qf6 13 Qe3 Black would still have had several difficult problems to solve.

11 ... hxg4 12 Qxg4 Qb2 + 13 Kf3 Qa3 +! 14 Ke2 Qxa2 + 15 Kd3 Qb3 + 16 Kd4 Qb2 + 17 Kd3 Qf6.

Black has succeeded in converting his positional advantage into a material one, and he now has an outside passed pawn. But the realization of his advantage still involves great difficulties, since his c-pawn is weak and his king has no shelter.

18 b5 (if 18 Qc8, then 18 ... Qf4 19 Qxc7 g4) **18 ... Qf4! 19 Qe6 + Kh5 20 Qh3 + Qh4 21 Qf3 + Qg4 22 Qf7 + Kh4 23 Qxc7 Qf3 + 24 Kd4 Qf6 + 25 Kd3 g4 26 Qh7 + Kg5 27 Qg8 + Kf4 28 Qe6 Kg5 29 e5.**

If 29 Qg8 +, then 29 ... Qg6! 30 Qd8 + Kf4. The move played is an attempt to complicate matters.

29 ... Qxe5 30 Qxe5 + dxe5 31 Ke4 Kf6 32 Ke3 Kf5 33 Kf2 e4 34 Ke2 g3 35 Ke3 Kg4.

As was shown by Grigoriev, this is not the only way to win. Also possible was 35 ... Ke5 36 Ke2 Kd6 37 Ke3 Kc7 38 Ke2 Kb7 39 Ke3 a5 40 bxa6 + Kxa6 41 Ke2 Kb7 42 Ke3 Kc7 43 Ke2 Kd6 44 Ke3 b5 etc.

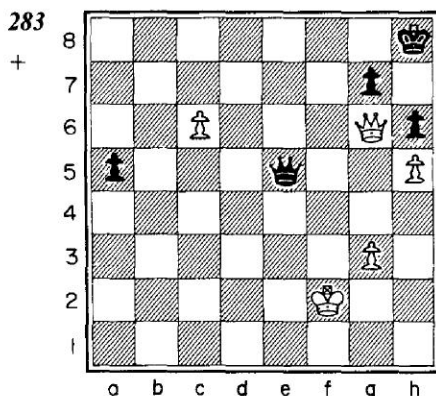
36 d6 g2 37 Kf2 Kh3 38 d7 e3 + 39 Kf3 g1 = Q 40 d8 = Q Qf2 + 41 Ke4 e2 42 Qd7 + Kg2 43 Qg4 + Kf1 White resigns.

When both sides have passed pawns it can be very difficult to evaluate the position, since it may not always be possible to establish immediately which of the passed pawns is the more dangerous.

Usually the most important factors are the distance of the pawns from the queening squares and the possibility of the kings taking part in the play.

Bogoljubow-Stahlberg

Kemer, 1933



283. On a formal evaluation of the position, Black has the more outside passed pawn. But in fact, since neither king is engaged in the battle with the pawns, the white pawn is the more dangerous since it is closer to the queening square. For this reason White has a decisive positional advantage.

1 Qc2!! Qxh5.

If 1 ... Qc7, then 2 Qc4! followed by 3 Kg2, and by playing his queen to d7 White queens his pawn.

2 Qc4!

The queen is best placed here. It urges on the c-pawn, stops the black pawn, and helps its king to hide from the checks.

2 ... Qf5 + (2 ... Qh2 + 3 Kf3 Qh1 + 4

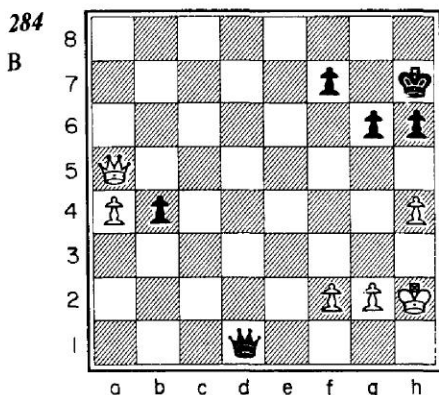
Endings with Several Pawns (Positional Advantage)

Kf4!) 3 Kg2 Qc8 4 c7 (being in time trouble, in the game White played 4 Kh2 Qc7 5 Kg2 Qc8 and only then 6 c7) 4 ... a4 5 Qc6 a3 6 Qd6!

The decisive move. If now 6 ... Kh7, then 7 Qd3+ g6 8 Qd8 Qb7+ 9 Kh2, and wins.

6 ... Qb7+ 7 Kh2 a2 8 Qf8+! Kh7 9 Qf5+, and Black resigned, since White queens with check.

Stahlberg-Euwe
Stockholm, 1937



284. Here the difference in the placing of the pawns is less significant, and therefore it is very important that they should be advanced as quickly as possible. But if immediately 1 ... b3, then after 2 Qc7 Qd5 (2 ... Kg7 3 Qc3+ Kg8 4 Qc8+ Kh7 5 Qc7) 3 Qb6 Qe5+ 4 g3 b2 5 a5 Qc3 6 a6 Qc2 7 a7 the pawns queen simultaneously.

Black played 1 ... Qd4, trying to gain a tempo by attacking the pawns at f2 and h4.

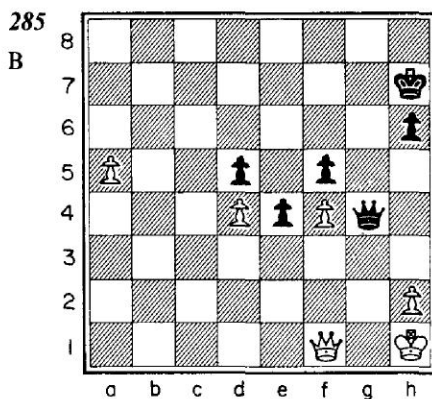
2 Kg3 b3 3 Qb5 b2 4 Qb3 (if 4 a5, then 4 ... Qd6+ 5 f4 Qa3+ 6 Kh2 Qa1 and 7 ... b1=Q) 4 ... Kg7 5 f4 (5 Qc2 Qb4 6 Qb1 Qa3+ and 7 ... Qa1) 5 ... Qd2 White resigns.

But analysis showed that White's defence was not the best. His main trump is his a-pawn, and therefore on 1 ... Qd4 he should have replied 2 Qb5! For example: 2 ... Qxh4+ 3 Kg1 Qe4 4 a5 Qb1+ 5 Kh2 b3 6

Qb7 Kg7 7 a6 Qa2 8 a7 b2, and an ending is reached with three pawns against two on one wing, where the advantage cannot be realized.

In the following two examples active defence saves the game.

Alatortsev-Smyslov
Moscow, 1950



285. Black has an obvious advantage, but, by relying on his 'pride and joy'—his a-pawn, White manages to save the game.

1 ... e3! 2 a6 Qh5 3 a7 e2 4 Qe1 (if 4 Qf2, then 4 ... Qe8! 5 a8=Q e1=Q+ 6 Qxe1 Qxe1+ 7 Kg2 Qe4+ 8 Kg3 Qxd4, and Black is a pawn up) 4 ... Qf3+ 5 Kg1 Qe3+ 6 Kg2 Qe4+ 7 Kg3 Qd3+ 8 Kg2 Qd1 9 a8=Q! Qxe1.

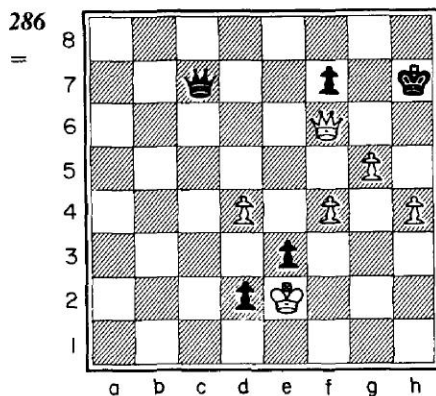
Black would seem to have gained an obvious advantage by retaining his passed pawn, but the open position of his king reduces his chances to nil.

10 Qb7+ Kg6 11 Qc6+ Kh5 12 Qe8+ Kg4 13 h3+! Kxf4 14 Qe5+ and 15 Qg7+, with perpetual check.

286. The black pawns are close to queen-ing, and the white king is in danger, since there is a threat of 1 ... Qc4+ 2 Kd1 Qc1+ and 3 ... d1=Q+. But White finds a way to save the game, by exposing the position of the enemy king:

Queen against Queen

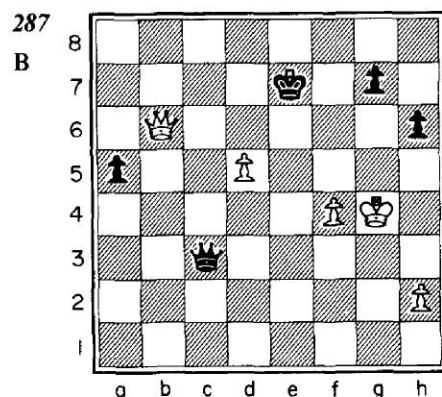
Kashdan-Reshevsky New York, 1940



1 g6+! fxg6 2 h5! Qc4+ (if 2... gxh5 3 Qf5+) 3 Kxe3! d1=Q 4 Qe7+ Kh6 5 Qg5+ Kg7 6 Qe7+ Qf7 7 h6+! Kg8 8 h7+!! Qxh7 9 Qe8+ Kg7 10 Qe7+ Kh6 11 Qg5+, with perpetual check.

For the side possessing the more dangerous passed pawn, an effective procedure is to transpose into a pawn ending.

Marshall-Alekhine Bradley Beach, 1929

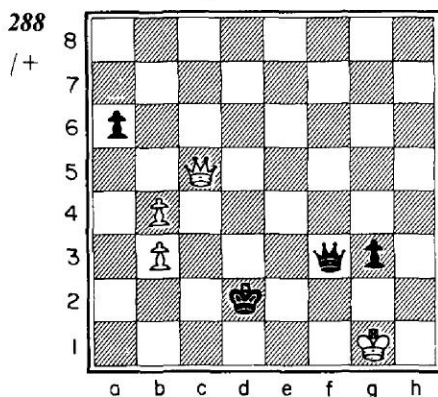


287. White's passed pawn is in no way weaker than the opponent's, but the decisive factor becomes the possibility of exchanging queens.

1... h5+! 2 Kxh5 Qh3+ 3 Kg5 Qg2+ 4 Kf5 (much more tenacious is 4 Kh4 Qxh2+ 5

Kg4 Qg2+ 6 Kh4 Qxd5, when Black still has to demonstrate the existence of a win) 4... Qxd5+ 5 Kg6 Qd6+ 6 Qxd6+ Kxd6 7 f5 a4 8 Kxg7 a3 9 f6 a2 10 f7 a1=Q+ 11 Kg8 Qg1+ White resigns.

Grigoriev, 1930



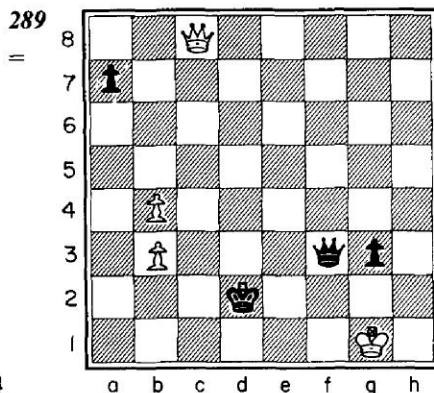
288. Here the immediate transition into a pawn ending leads only to a draw, since after 1... Qf2+ 2 Qxf2+ gxf2+ 3 Kxf2 Kc3 4 Ke3 Kxb4 5 Kd2 Kxb3 the white king reaches c1 in time.

Therefore Black makes the waiting move 1... Kd1!, forcing the white queen to allow his king across to the b-pawns.

2 Qd4+ (2 b5 loses to 2... Qf2+) 2... Kc2 3 Qc4+ Kb2 4 Qd4+ Kxb3 5 Qa7 Qf2+, and wins.

It is useful to compare this position with example 289.

Grigoriev, 1930

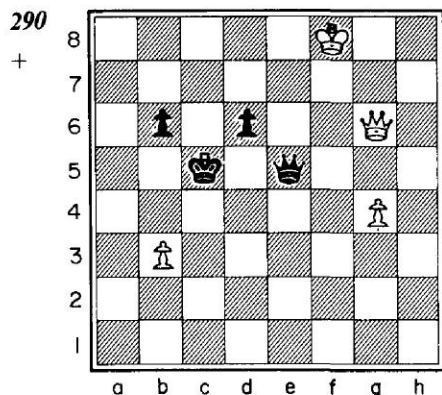


Endings with Several Pawns (Positional Advantage)

289. Here the pawn has not yet moved to a6, and White to move is able to draw.

1 Qd7+! Ke2 2 Qb5+! (but not 2 Qe7+ Qe3+ 3 Qxe3+ Kxe3 4 Kg2 Kf4 5 b5 Kg4, and wins) 2 ... Ke1 (if 2 ... Qd3 3 Qh5+ Kd2 4 Kg2) 3 Qe8+ Qe2 4 Qxe2+ Kxe2 5 Kg2, with a draw.

Grigoriev-N.N.
simultaneous display, 1931



290. The immediate transition into a pawn ending by 1 Qf5 does not achieve anything after 1 ... Kd4. Therefore there followed:

1 g5 d5 2 Qf6! Qb8+ (now Black can no longer exchange, and he is forced to check) 3 Kf7! Qc7+.

If 3 ... d4 4 g6 d3, then 5 Qc3+, and the pawn is lost. However, the exchange of queens seems safe enough for Black.

4 Qe7+ Qxe7+ 5 Kxe7 d4 6 g6 d3 7 g7 d2 8 g8=Q d1=Q. The pawns have queened simultaneously, but now comes a 'slight' surprise: 9 Qc4 mate!

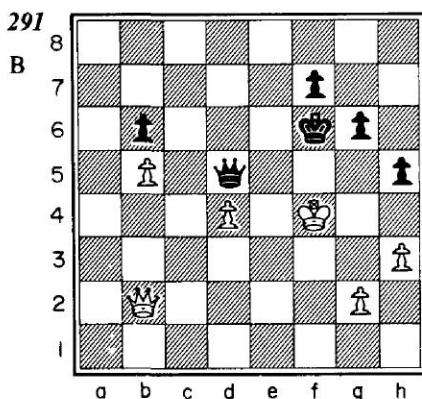
2.72 Superior piece placing

A more active placing of the pieces is a highly important, and often decisive, feature of the position.

It should be noted that a deterioration in the placing of the pieces is frequently caused by the existence of weaknesses: pieces which

are forced to defend these weaknesses lose much of their power. Therefore you should beware of unnecessarily creating weaknesses in your position.

Lisitsin-Capablanca
Moscow, 1935



291. On whose side is the advantage here? It would seem that it should be on White's, since he has a passed pawn in the centre. But in fact the advantage is with Black, since White's passed pawn is securely blockaded, and his queen is forced to defend the pawns at b5 and d4 and is thereby deprived of any active possibilities, whereas Black can create a passed pawn on the K-side.

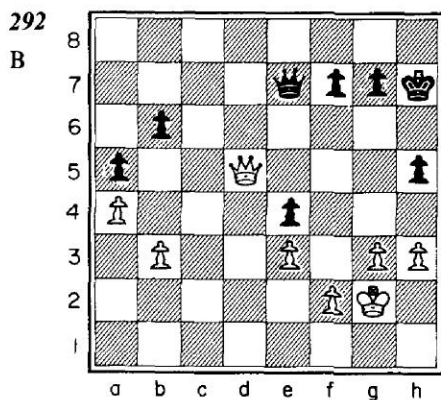
1 ... Ke6 2 h4 f6 3 Ke3.

If 3 Qe2+ Kd6 4 Qe4, then 4 ... g5+ 5 hxg5 Qxg5+ 6 Kf3 Qxb5 7 Qf4+ Kd7!, and Black is a pawn up.

3 ... Qc4! 4 g3 (to be considered was 4 Qb1!, as suggested by Bondarevsky) 4 ... g5 5 hxg5 fxg5 6 Qh2? (this loses quickly; 6 Ke4 was more tenacious) 6 ... Qb3+ 7 Ke4 g4! 8 Qe2 Qxg3 9 Qc4+ (at the cost of a pawn White has gained the opportunity to give a few checks) 9 ... Ke7 10 Qe8 Qf3+ 11 Ke5 Qf6+ 12 Kd5 Qd6+, and White resigned, as the exchange of queens is inevitable.

292. Black's e-pawn is weak, and his queen, being forced to defend it, is passively

Levenfish-Alatortsev
Moscow, 1947



placed. But White will be able to win only if he can activate his king.

1 ... g6 (1 ... h4 2 Qh5+) 2 g4 hxg4 3 hxg4 f6.

The decisive mistake: this weakening of the pawns leads to loss of material. Correct was 3 ... g5, depriving the enemy king of access to f4.

4 Qc6! Qb4 5 Qxf6 Qxb3 6 Qe7+ Kh6 7 Qxe4 b5! (Black's only chance—to create an outside passed pawn) 8 Qf4+ Kh7 9 Qc7+ Kh6 10 Kg3!

Threatening mate, for example:

(a) 10 ... Qxa4 11 g5+ Kxg5 (11 ... Kh5 12 f4) 12 Qe5+ Kh6 13 Qh8+ Kg5 14 f4+ and 15 Qe5 mate.

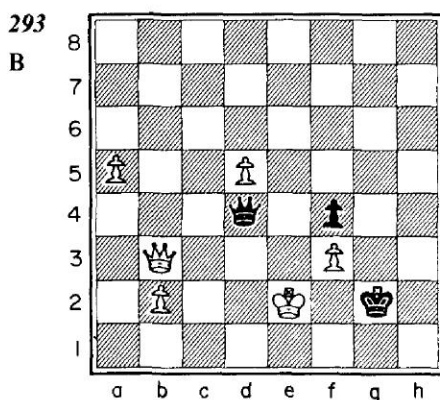
(b) 10 ... bxa4 11 g5+ Kh5 (11 ... Kxg5 12 Qf4+ and 13 Qh4 mate) 12 Qe5! Qg8 13 Qf4, with inevitable mate.

10 ... Qb4 11 Qe5! Kh7 12 Qxb5 Qxb5 13 axb5 a4 14 b6 a3 15 b7 a2 16 b8 = Q a1 = Q 17 Qc7+ Kh6 18 Qf4+ g5 19 Qd4 Qg1+ 20 Kf3 Qh1+ 21 Ke2 Qc6 22 Qh8+ Kg6 23 Qh5+ Kf6 24 Qh6+ Ke5 25 f4+ (but not 25 Qxc6—stalemate), and Black resigned.

293. The active placing of the black pieces prevents White from realizing his enormous material advantage.

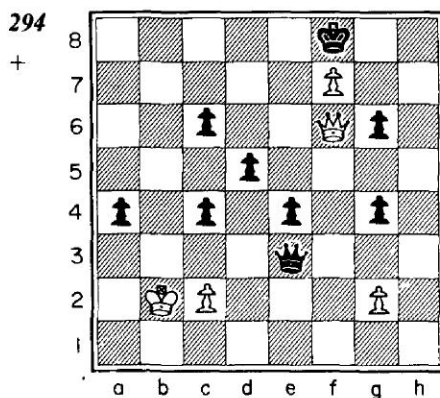
1 ... Qf2+ 2 Kd1 Qd4+ 3 Kc2 Qf2+ 4 Kc1 (4 Kbl Qel+! 5 Ka2 Qxa5+) 4 ...

Taimanov-Keres
Gagra, 1953



Qe3+! 5 Kc2 Qf2+, and the game ended in a draw.

Kubbel, 1935

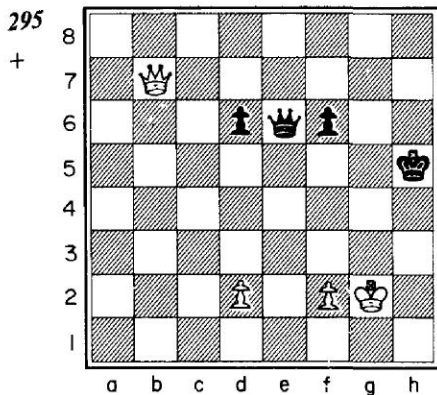


294. 1 Qe6 Qb6+ (Black switches his queen to the defence with gain of tempo) 2 Ka2 Qb8 3 Qf6 Qh2 (if 3 ... Qc7, then 4 Qh8+ and 5 Qh7+) 4 Qxg6! Qh8 (by subtle manoeuvring White has driven the black queen onto a poor square, and now he wins it) 5 Qe6 Kg7 6 Qe5+.

Had Black played 2 ... Qd8, there could have followed 3 Qxg6 Ke7 4 Qg5+, again winning.

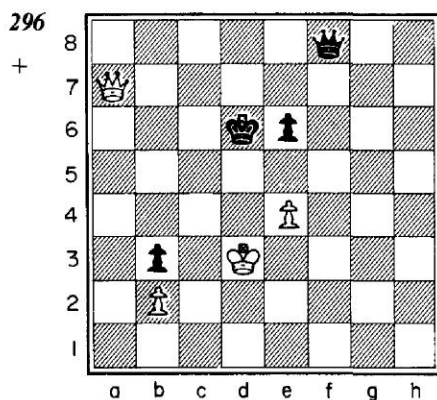
Prokes, 1947

Prokop, 1928



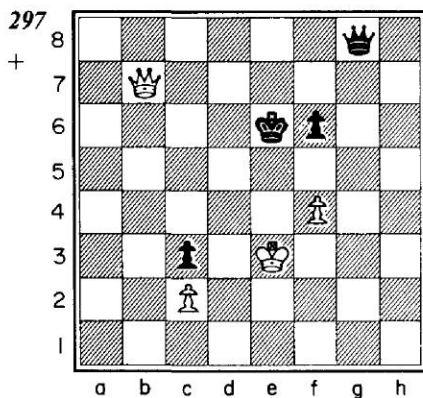
295. 1 Qh7+ Kg5 2 f4+ Kxf4 3 Qh6+ Ke4 4 Qe3+ Kf5 5 Qh3+ Ke5 6 d4+ Kd5 7 Qb3+ etc.

Prokop, 1928



296. 1 Qa3+ seems to be immediately decisive, but this impression is deceptive, since there follows 1 ... Ke5!, when 2 Qxf8 gives stalemate.

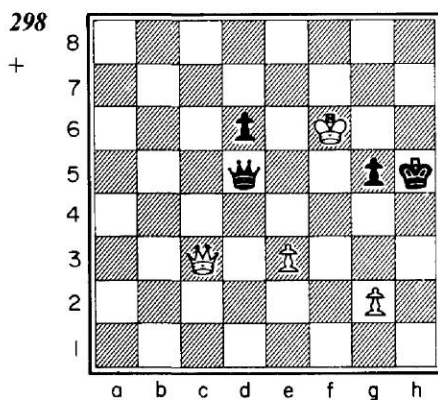
1 Qb6+! Kd7 (1 ... Ke5 accelerates Black's defeat) 2 Qb7+ Kd6 3 Qb4+ Ke5! 4 Qd4+ Kf4 5 Qf2+ Ke5 6 Qh2+!! Qf4 (6 ... Kf6 leads to a lost pawn ending) 7 Qh8+, and Black has to resign, since after 8 Qb8+ he either loses his queen or is mated.



297. Here the plan which was successful in the previous example does not work, since there is no square corresponding to h2 in position 296. But White has another possibility at his disposal.

1 Qc6+! Ke7 2 Qc7+ Ke6 3 Qc4+ Kf5! 4 Qe4+ Kg4 5 f5+! Kg3 6 Qf3+ Kh2 7 Qh5+ Kg2 8 Qg6+, and after the exchange of queens the white pawn is the first to queen.

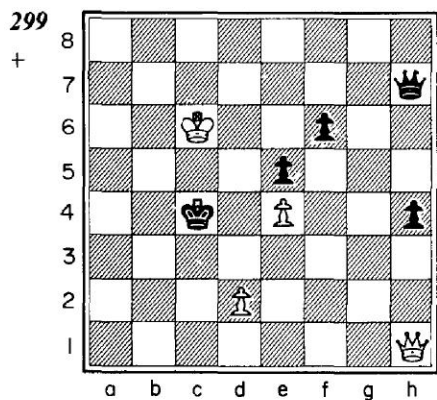
Prokes, 1947



298. 1 e4! Qxe4 2 Qh3+ Qh4 3 g4+ Kh6 4 Qxh4+ gxh4 5 g5+, and White wins.

299. Black is an outside passed pawn to the good, but after 1 Qb1!! he is unexpectedly

Rinck, 1906



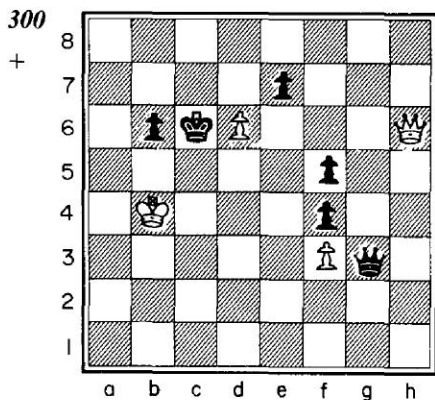
threatened with mate—2 Qb5+ and 3 Qd5.

1 ... Kd4 2 Qb3!!

An exceptionally strong and difficult move to find.

2 ... Qxe4 + 3 Kd6! Qa8 (3 ... Qg2 or 3 ... Qh1 is met by 4 Qc3+ and 5 Qc6+) **4 Qe3 + Kc4 5 Qc3 + Kb5 6 Qb3 + Ka6 7 Qa4 + Kb7 8 Qb5 + Ka7**. White has forced the black pieces to the edge of the board, and now by **9 Kc7!** he creates decisive threats.

Kubbel, 1928



300. 1 Qe6! exd6 (if 1 ... Qf2 or 1 ... Qg1, then 2 dxe7+ Kc7 3 e8=Q Qd4+ 4 Qc4+, while 2 ... Kb7 is met by 3 Qd7+ Ka6 4 e8=Q) **2 Qc8 + Kd5 3 Qxf5 +! Kc6 4 Qc8 + Kd5 5 Qe8!** The threat is 6 Qe4 mate, and 5 ... Qxf3 is met by 6 Qa8+, winning the queen.

PART II

Queen against Rook Endings

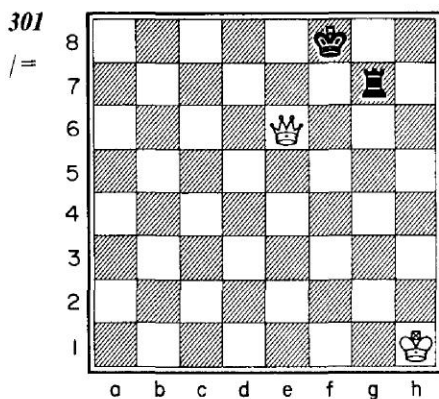
Viktor Henkin

3. Queen against Rook

3.1 QUEEN AGAINST ROOK (WITHOUT PAWNS)

In endings of this group the stronger side normally wins thanks to his big material advantage. At the same time, in a number of positions the rook's fighting qualities enable it to put up a successful defence. Drawing dangers arise each time that the weaker side's king, on being pushed to the edge of the board, becomes restricted in its mobility.

Ponziani, 1782

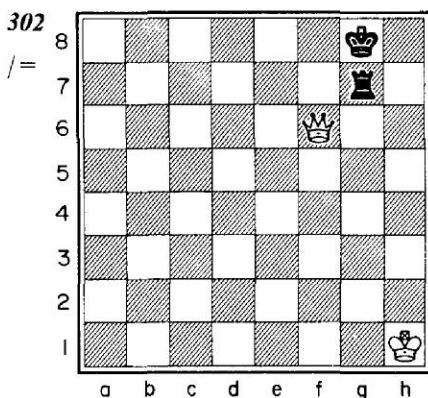


301. 1 ... Rh7+ 2 Kg2 Rg7+ 3 Kf3 Rf7+ 4 Kg4 Rg7+ 5 Kf5 Rf7+ 6 Kg6 Rg7+ 7 Kh6 Rh7+! 8 Kxh7. Stalemate.

302. 1 ... Rh7+ 2 Kg2 Rg7+ 3 Kh3 Rh7+ 4 Kg4 Rg7+ 5 Kh5 Rh7+ 6 Kg5 Rg7+ 7 Kh6 Rh7+ 8 Kg6 Rh6+ 9 Kxh6. Stalemate.

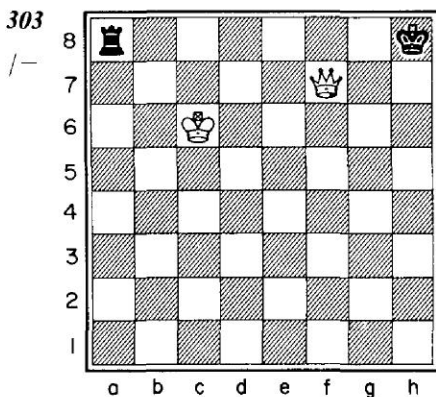
The final position resembles that of the previous example. However, in the initial position various transpositions are possible. If, for example, the queen is moved to f1, f2, f3 or f4, the game ends in perpetual check,

Berger, 1889



since the king cannot cross the f-file. But with his queen at f5 White wins: when his king occupies h6 the rook does not have a saving check at h7.

If the queen is stalemating the king in the corner of the board, the rook may become a 'desperado'.



303. Black's hopes are associated with stalemate. He begins pursuing the enemy

Queen against Rook

king, trying to force it to take the rook, but the king can escape from the checks.

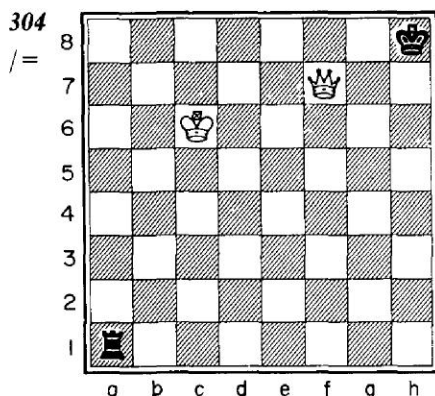
1 ... Ra6 + 2 Kc5 Ra5 + (2 ... Rc6 + 3 Kd4 Rd6 + 4 Ke5) 3 Kd4.

White manoeuvres such that one of the checking squares is covered by the queen. Thus after 3 ... Rd5 + 4 Qxd5 the black king is released from stalemate.

3 ... Ra4 + 4 Kc3 Ra3 + 5 Kb2.

Now both squares—a2 and b3, from which the rook can continue the attack, are controlled by the queen, and White wins. Note should be made of the typical movement of the white king, which approaches the rook along a diagonal adjacent to the queen's.

Let us move the rook onto the 1st rank.



draw for any position of the white king

304. The assessment has changed, since the queen does not control any square along the 1st rank, where the rook is operating.

1 ... Rc1 + 2 Kd5 Rd1 +.

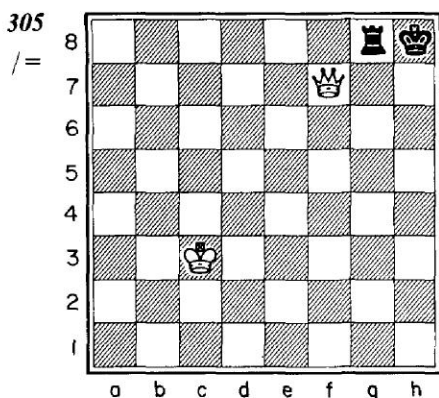
The rook should under no circumstances leave the 1st rank! After 2 ... Rc5 +? 3 Kd4 the checks are exhausted.

3 Kc5 Rc1 + 4 Kb4 Rb1 + 5 Ka3 Ra1 + 6 Kb2 Rb1 + 7 Kc2 Rc1 +, with a perpetual attack on the king.

If after 1 ... Rc1 + the king heads in a different direction—2 Kd6 Rd1 + 3 Ke6 Re1 + 4 Kd7 Rd1 + 5 Ke8, Black must force a draw by 5 ... Rd8 + 6 Ke7 Rd7 +, whereas

the careless 5 ... Re1 +? loses to 6 Kf8, when the check at e8 destroys the stalemating set-up.

Now let us move the rook to the g-file.



draw for any position of the white king

305. 1 ... Rg3 + 2 Kd4 Rg4 + 3 Ke5 Rg5 +.

The rook must not leave the g-file. For example: 3 ... Re4 +? 4 Kd6 Rd4 + 5 Kc5, and White wins.

4 Kd6 Rg6 +! Draw. White has nothing better than to agree to perpetual check, or to change one stalemate for another (5 Qxg6).

Let us sum up. In positions of type 303 the defender draws if his rook is operating along the 1st rank or the g-file. Of course, this also applies to all eight mirror positions.

The possibility of switching the rook onto the saving rank or file depends on the position of the stronger side's king.

306. We will consider movements of the white king inside the zone:

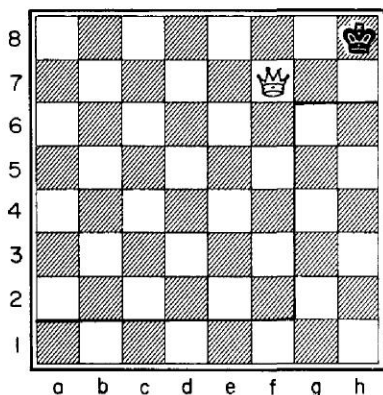
(a) If the king is on any square of the 1st rank or the g-file, the rook can move unhindered onto the appropriate line from any square on the board.

(b) If the king is on the h-file, the rook is able to occupy the g-file only on condition that the first check does not result in its own king being released from stalemate. For example, with the king at h3 and rook at a8:

Queen against Rook (Without Pawns)

Henkin, 1982

306



1 ... Ra3+ 2 Kh2 Rh3+ 3 Kg2 Rg3+ 4 Kf2 Rg2+, whereas with the king at h2 this manoeuvre does not work, because a2 is inaccessible to the rook.

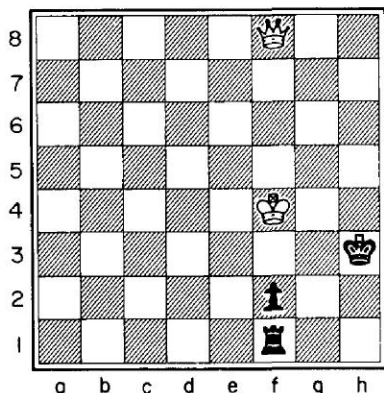
(c) If the king is on the f-file, the first check by the rook must be from the e-file.

We will illustrate this last case with a study.

Prokes, 1938

307

/=



307. 1 ... Re1! 2 Qa3+ Kg2 3 Qg3+ Kh1! 4 Qxf2 Re4+ 5 Kg3 (5 Kf5 Re5+ etc.) 5 ... Rg4+ (5 ... Re3+ is also possible) 6 Kxg4. Stalemate.

The study has a unique solution, since after, for example, 1 ... Ra1 2 Qh6+ Kg2 3 Qg7+ Kh2 4 Qg3+ (not 4 Qxa1? f1=Q+! 5

Qxf1—stalemate) 4 ... Kh1 5 Qxf2 Ra4+ the white king escapes from the checks: 6 Kf5 Ra5+ 7 Kf6 Ra6+ 8 Kf7.

We have been examining positions of an exceptional nature, whereas in normal situations the queen always wins against a rook, although not without overcoming certain technical difficulties.

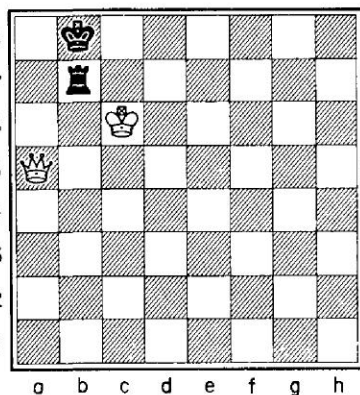
The winning plan consists of pushing the opponent's king into a corner or onto the edge of the board and creating mating threats. In defending, the weaker side is forced to separate his forces, which leads to the loss of the rook by coming under a double attack by the queen. The basic method of achieving the goal is zugzwang.

We will begin our study of winning positions with the concluding stage.

Philidor, 1777

308

+/-



308. Black to move is in zugzwang—any move by him leads to the loss of his rook or to mate, for example:

(a) 1 ... Rh7 2 Qe5+ Ka8 3 Qa1+ Kb8 4 Qb1+ and 5 Qxh7.

(b) 1 ... Rb1 2 Qd8+ Ka7 3 Qd4+ Ka8 4 Qh8+ Ka7 (4 ... Rb8 5 Qa1 mate) 5 Qh7+ and 6 Qxb1.

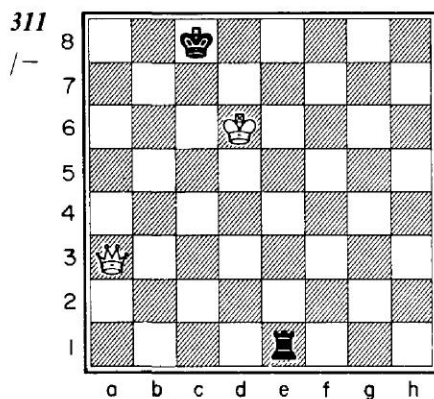
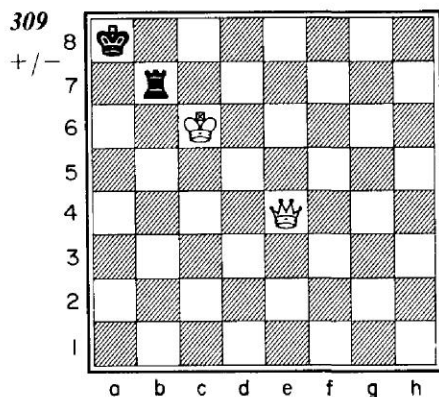
If it is White to play, he gives Black the move by the following manoeuvre: 1 Qe5+ Ka7(a8) 2 Qa1+ Kb8 3 Qa5.

Note that giving the opponent the move, as a

Queen against Rook

means of creating a zugzwang position, is a characteristic technique in the struggle between queen and rook.

With the position shifted to the right, the winning procedure does not change.

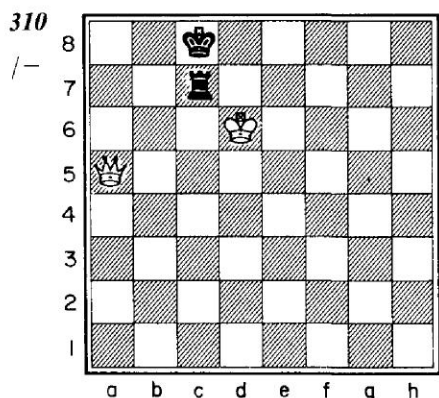
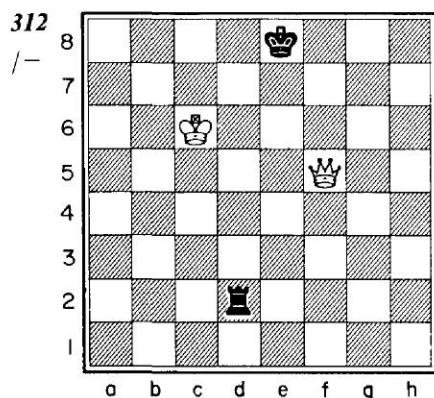


309. It is obvious that Black can only move his king, since any rook move leads to immediate mate after 2 Kc7(b6)+. In the event of 1 ... Ka7 2 Qa4+ Kb8 3 Qa5, or 1 ... Kb8 2 Qe8+ Ka7 3 Qd8, position 308 is reached.

311. 1 ... Rb1 does not save Black against mate: 2 Qa8+ Rb8 3 Qc6+ and 4 Qd7 mate, while after 1 ... Rd1+ 2 Kc6 Kb8 3 Qb3+ he loses his rook.

With the position shifted to the right, the win is attained in the same way.

With White to play the quickest way to win is 1 Qd5!, again transposing into Philidor's position after 1 ... Ka7 2 Qd8, or 1 ... Kb8 2 Qa5.



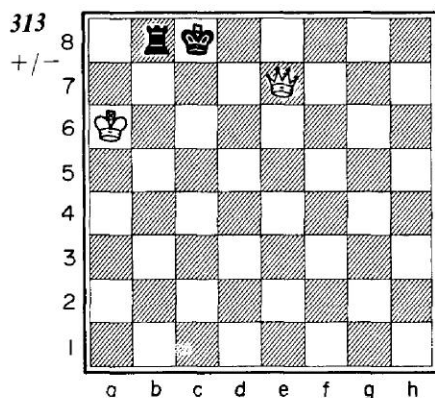
312. Here there is no immediate threat of mate, but Black is unable to consolidate his forces. After 1 ... Rd8 2 Kc7! the rook is again forced into the open and comes under attack by the queen: 2 ... Rd2 3 Qe5+ and 4 Qf4+.

With the position shifted to the left, the winning procedure is unchanged.

310. The mating threats are unavoidable: 1 ... Rb7 2 Qa8+ Rb8 3 Qc6+ and 4 Qd7 mate, or 1 ... Rd7+ 2 Kc6 Rb7 3 Qa6 etc.

Queen against Rook (Without Pawns)

Euwe, 1958

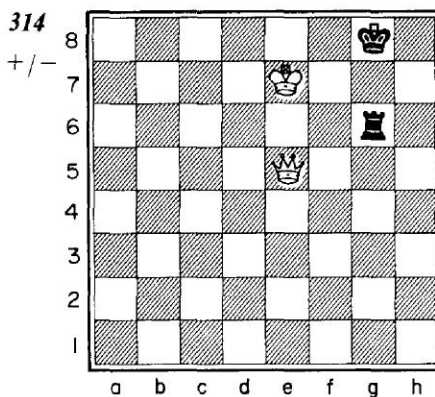


313. Here too Black to move is forced to part with his rook: 1 ... Rb1 2 Qc5+ Kd8 3 Qd4+ Kc7 4 Qc3+ Kb8 5 Qe5+ etc.

If it is White to move, he hands it to Black by the manoeuvre 1 Qe8+ Kc7 2 Qe5+ Kc8 3 Qe7.

If the position is shifted to the right or the flanks reversed, the method remains the same.

Euwe, 1958



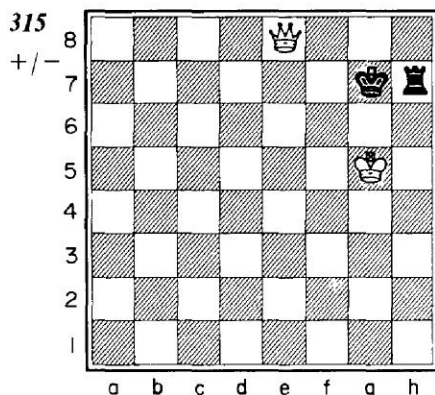
314. Black to move is in *zugzwang* and is forced to worsen his position: 1 ... Rg1 (1 ... Ra6 2 Qg3+ Kh8 3 Qc3+ winning the rook, or 1 ... Rh6 2 Qg5+ Kh7 3 Kf7 mating) 2 Qd5+ Kh7 3 Qd3+ Kg8 4 Kf6 Rg7 (4 ...

Kh8 5 Qh3+ Kg8 6 Qc8+ Kh7 7 Qc2+ Kg8 8 Qa2+ Kh8 9 Qh2+ and 10 Qxg1+) 5 Qd8+ Kh7 6 Qe8 (308).

If it is White to move, after 1 Qd5+ Kg7 2 Qd4+ Kg8 (2 ... Kh6 3 Kf7) 3 Qe5! the initial position is reached, only with Black to move.

Zugzwang positions can also be created on the penultimate rank.

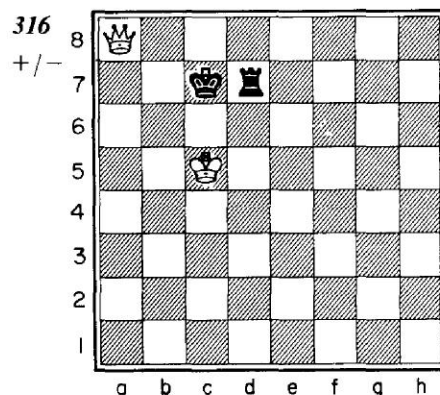
Berger, 1889



315. Black to move is in *zugzwang*, e.g. 1 ... Rh8 2 Qe7+ Kg8 3 Kg6, or 1 ... Rh1 2 Qd7+ Kf8 3 Qc8+ followed by 4 Qb7+ and 5 Qxh1. If it is White to move, he has a quick win by 1 Qe4! Kg8 2 Kg6 Rg7+ 3 Kh6.

The following position is obtained from the previous one by moving it four files to the left.

Euwe, 1958



316. With Black to move the winning method is highly interesting. By a series of repetitive, forcing manoeuvres, White transposes to position 315.

1 ... Re7.

Other moves lead to the loss of the rook, e.g. 1 ... Rd1 2 Qc6+ Kd8 3 Qf6+ Ke8 4 Qe5+ Kf8 5 Qf5+ Ke7 6 Qe4+ Kd8 7 Qh4+ Kc7 8 Qf4+ Kd8 9 Kc6! (all the preceding checks had the aim of occupying, without loss of tempo, a square with the queen which would safeguard the king's position on the 6th rank, by preventing rook checks from the rear; this method will frequently be encountered in subsequent analyses) 9 ... Ke7 10 Qe3+ Kd8 11 Qg5+, and White wins the rook (11 ... Kc8 12 Qg4+, or 11 ... Ke8 12 Qh5+).

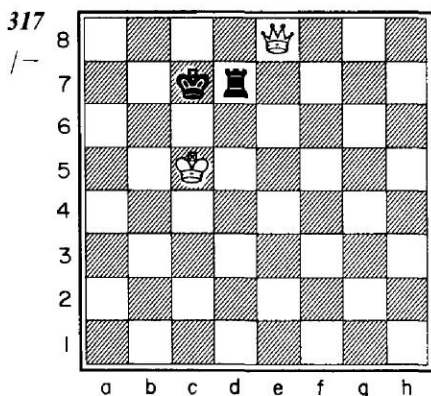
2 Qa7+ Kd8 3 Qb8+ Kd7 4 Kd5.

It will be apparent that, compared with the initial position, the position has moved one file to the right.

4 ... Rf7 5 Qb7+ Ke8 6 Qc8+ Ke7 7 Ke5 (a further line has been crossed, and the manoeuvre continues) **7 ... Rg7 8 Qc7+ Kf8 9 Qd8+ Kf7 10 Kf5 Rh7 11 Qd7+ Kg8 12 Qe8+ Kg7 13 Kg5.** There is no further for Black to move. We have reached position 315.

Let us now consider position 316 with White to move. After **1 Qe8!** a new *zugzwang* position arises.

Berger, 1889



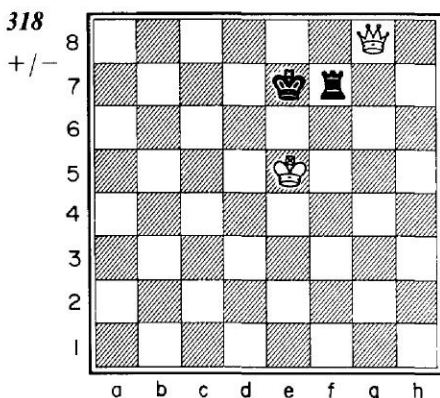
317. 1 ... Rd2.

After 1 ... Rd2 2 Qe6+ the win is achieved as in position 316, while 1 ... Rh7 fails to 2 Qc6+ Kb8 (2 ... Kd8 3 Qa8+) 3 Kb6.

2 Qe5+ Kb7 (after 2 ... Kd7 3 Qf5+ Ke8 4 Kc6 position 312 is reached) **3 Qe4+ Kc8 4 Qg4+ Kb7 5 Qb4+**, and White wins the rook.

Let us move position 317 two files to the right.

Euwe, 1958



318. If it is White to move, by **1 Qc8!** he transposes into position 316 with Black to move.

If it is Black to move, White has greater difficulties to overcome than in position 317, since the number of squares available to his queen for manoeuvring on the right side of the board is markedly reduced.

1 ... Rf2!

1 ... Rf1 is weaker: 2 Qe6+ Kf8 (2 ... Kd8 3 Qb6+ Ke7 4 Qb4+ Kd8 5 Ke6 etc.) 3 Qc8+, and now both 3 ... Kg7 4 Qg4+ Kf8 5 Qh3 and 3 ... Ke7 4 Qc5+ Kd8 5 Qa5+ Ke7 6 Qb4+ Kd8 7 Ke6 lead to a quick defeat.

2 Qe6+ Kf8 3 Qc8+ Kg7 4 Qg4+ Kf7 5 Qc4+ Kg7 6 Ke6 Rf6+.

Other defences are worse: 6 ... Rg2 7 Qd4+ Kg8 8 Kf6 Rg7 9 Qd8+ Kh7 10 Qe8, transposing into Philidor's position (308).

Queen against Rook (Without Pawns)

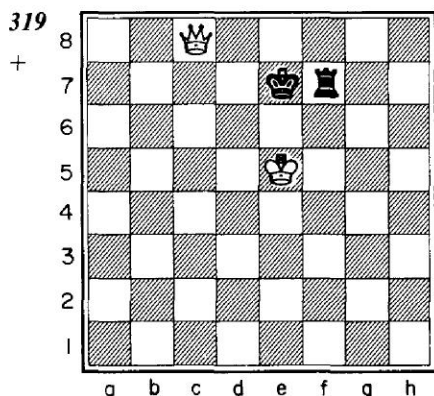
7 **Ke7 Rg6** (7 ... Rh6 8 Qd4+ Kg6 9 Qg4+ Kh7 10 Kf7) 8 **Qd4+ Kg8**.

The *zugzwang* position 313 is reached after 8 ... Kh6 9 Kf7 Kh5 10 Qh8+ Rh6 11 Qe5+ Kg4 12 Qg7+ Kh5 13 Qg3.

9 **Qe5!**, and we reach position 314.

We propose to call positions of the type 317 and 318 'rook' positions (from the position of the queen, operating from the side of the rook), and positions of the type 315 and 316—'king' positions (from the position of the queen, operating from the side of the black king). As we have seen, 'king' positions with White to move can be transposed into 'rook' positions with Black to move, and vice versa. *In positions 317 and 318 we saw that it was the switch from a 'rook' position to a 'king' position, giving the opponent the move, that was the simplest way to win.* It remains for us to establish in which cases the switch from 'king' positions to 'rook' positions favours the stronger side.

Berger, 1889



319. Is it favourable here to switch from a 'king' position to a 'rook' position?

1 Qg8 leads to position 318, in which the win involves overcoming certain difficulties. Meanwhile, position 319 can easily be solved in analogy with example 315.

1 **Qc4! Kf8** (if 1 ... Rg7, then 2 Qc7+ Kf8 3 Qd8+ Kf7 4 Kf5, and now as in position

316 after White's 10th move) 2 **Ke6 Kg8**.

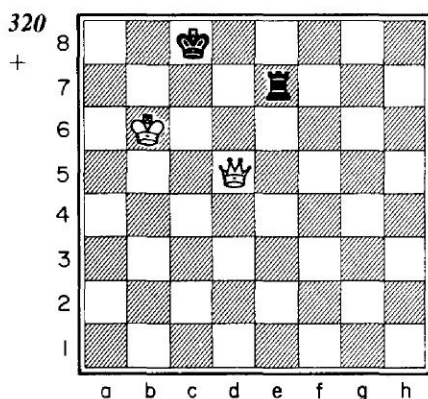
Mate results from 2 ... Rh7 3 Qc8+ Kg7 4 Qc7+ Kg8 5 Qd8+ Kg7 6 Qe7+ Kg8 7 Qe8+ Kg7 8 Qf7+ Kh6 9 Qf6+ Kh5 10 Kf5, or 2 ... Kg7 3 Qg4+ Kf8 4 Qh5 etc.

3 **Qd5! Rg7 4 Kf6+ Kh8 5 Qh1+ Kg8 6 Qh5** (308).

On the basis of our analysis of examples 315–319, it can be concluded that the switch from a 'king' position to a 'rook' position is justified when the queen obtains at least three vacant files on the side of the rook. At the same time, the opposite manoeuvre always shortens the solution. This happens not only because the queen needs scope; by operating on the side of the king, it restricts the king's mobility to a great extent, forcing the rook to retreat from its current defensive line.

In the majority of examples we have seen how, by giving the opponent the move, the stronger side has created a *zugzwang* position. In the following position this method cannot be employed.

Euwe, 1958



320. Any move by Black leads to an immediate loss (1 ... Re1 2 Qa8+ Kd7 3 Qa4+ Kc8 4 Qc2+ etc.). However, White to play is unable to give his opponent the move. Therefore, by threatening to create one of the familiar *zugzwang* positions, he must separate the black pieces and not allow them to unite.

This is more difficult to achieve than might appear at first sight.

1 Qf5+! Kd8 2 Kc5! (the best move; after 2 Kc6 Black has the good defence 2... Re6+!) **2... Re1.**

If 2... Ra7, then 3 Qf8+ Kc7 4 Qe7+ Kb8 5 Qd8+ Kb7 6 Kb5, transposing into position 315. After 2... Ke8 3 Kd6 Rg7 we reach the initial position, shifted two files to the right. The winning procedure remains unchanged, and is considered in the main variation. Regarding 2... Kc7, cf. position 321.

3 Qd3+ Ke7.

Other replies lose quickly: 3... Kc8 4 Qh3+ Kb7 5 Qf3+ Kc8 (5... Ka7 6 Qa3+ and 7 Qb4+) 6 Kd6, or 3... Ke8 4 Kd6 Kf7 5 Qf3+ Ke8 6 Qg3! Rd1+ 7 Ke6. In the final positions of these variations, note the coordination of the white pieces, preventing rook checks from the rear.

4 Kd5! (finally destroying the communications between the black pieces) **4... Kf7.**

On 4... Kd7 White continues 5 Qh3+ Ke8 6 Qg4!, transposing into the main line, since 6... Re7 7 Kd6 Kf8 8 Qc8+ Re8 9 Qf5+ Kg7 10 Qd7+ Kf8 11 Qh7 leads to a zugzwang position (313).

5 Qf5+ Kg7 6 Qg5+ Kf7 7 Qf4+! (it will subsequently become clear that it is more advantageous for the queen to occupy this square than f5) **7... Ke8 8 Kd6 Rd1+ (8... Re7 9 Qg5) 9 Ke6 Re1+ 10 Kf6 Rd1.**

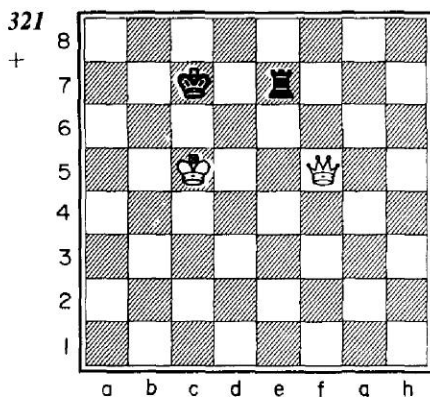
11 Qa4+ was threatened. Had the queen been at f5, Black would now have had a good defensive resource—10... Rc1.

11 Qa4+ Rd7 12 Qb5, and mate in 2 moves.

321. This position is reached from No. 320 after 1 Qf5+ Kd8 2 Kc5 Kc7. White wins by familiar methods.

1 Qf6 Kd7 2 Qc6+ Kd8 3 Qa8+ Kd7 (3... Kc7 4 Qa7+ Kd8 5 Qb8+ Kd7 6 Kd5 leads to position 316) 4 Kd5, and now **4... Kc7 5 Qa7+ Kd8 6 Qb8+ Kd7 7 Qf8** leads to position 317, and **4... Re1 5 Qa4+ Kc8 6 Kd6** to position 311.

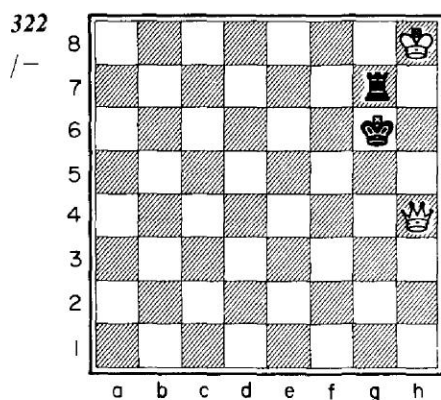
Euwe, 1958



Up till now we have been examining positions relating to the final stages of the struggle, with the defender's king on the last or penultimate rank. We will now investigate the method of driving back the king.

The following position demonstrates a curious instance of a forced movement across the entire board.

from Dedrie, 1936
Henkin, 1962



322. White is threatening to win the rook, which cannot move away from the protection of the king (1... Ra7 2 Qg3+ Kh5 3 Qh2+

and 4 Qg1+). Therefore Black has only one move—1 ... Rf7.

But now, by a series of repetitive manoeuvres, White drives the black pieces to the opposite side of the board.

2 Qg4+ Kf6 3 Kg8! Re7 4 Qf4+ Ke6 (there is no way back: 4 ... Kg6 5 Qd6+) 5 Kf8 Rd7 6 Qe4+ Kd6 7 Ke8 Rc7 8 Qd4+ Kc6 9 Kd8 Rb7 10 Qc4+ Kb6 11 Kc8 Ra7 12 Qd4+!

Deedle and, after him, other theorists continued 12 Qb4+ Ka6? 13 Kb8 Ra8+ 14 Kc7 etc., but after the correct 12 ... Kc6 White has nothing better than to return his queen to c4.

12 ... Ka6 13 Qb4!, and White wins as in example 313.

Shifting position 322 down the board, or switching flanks or the sides of the board, does not change the winning method.

In positions which are less favourable for the stronger side, great efforts are required for him to attain his goal.

The only move which maintains the rook on the 5th rank.

Let us dwell on the resulting position. If it is Black to move, he is unable to maintain his rook on the 5th rank: 3 ... Ra5 4 Kc4 Kc7 5 Qe7+ Kc6 6 Qe6+ Kc7 7 Kb4, and all the squares along the 5th rank are inaccessible to the rook. This means that Black must be given the move.

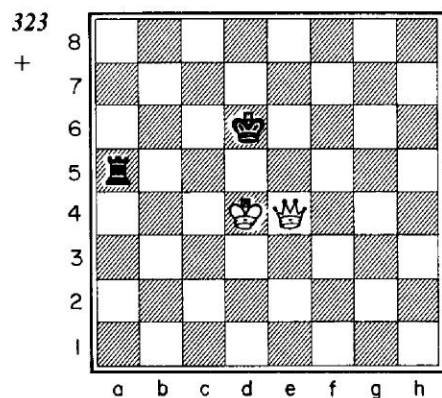
3 Qf7+ Kd6.

If 3 ... Kc6, then 4 Qe6+ Kc7 5 Kc4 Ra5 6 Kb4, and the goal is attained.

4 Qf8+ Kd7 (4 ... Kc6 5 Qe8+ Kb6 6 Kc4 Ra5 7 Qd8+ Ka6 8 Qb8—313) 5 Qf6!, and it is Black's turn to move.

If in the initial position Black answers 1 Qg6+ with 1 ... Ke7, after 2 Qc6 Rh5 3 Ke4 Rg5 a position similar to the main variation is reached, but with flanks reversed. Obviously, this factor does not affect the method of play.

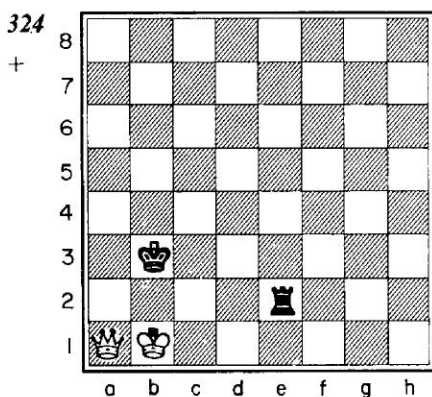
In conclusion, we will attempt to determine the number of moves needed to achieve a win in a relatively unfavourable position.



323. The black king can be driven to the edge of the board only with the help of White's king, which is now cut off by the rook along the 5th rank. Therefore White's immediate task is to drive away the rook, which is achieved by the following procedure.

1 Qg6+ Kd7 2 Qf6 Rb5.

Euwe, 1958
Averbakh, 1972



324. 1 Qa5 (forced, in view of the threatened mate) 1 ... Re4 (best; after 1 ... Rb2+ 2 Ka1! position 322 is reached) 2 Qd5+ Rc4

3 Qd3+ Kb4 4 Kb2 Kc5.

In order to prolong the resistance, Black must avoid repetitive manoeuvres which worsen his position. Thus, for example, White's task is easier after 4... Rc5 5 Qd4+ Kb5 6 Kb3 Rc6 7 Qd5+ Kb6 8 Kb4 Rc7 9 Qd6+ Kb7 10 Kb5, when the driving back of the king proceeds automatically.

5 Kb3 Rb4+ 6 Kc3 Ra4 7 Qf5+ Kd6.

Euwe now continues 8 Qf6+ Kd7 9 Kb3 Re4 10 Qf5+ Re6 11 Kc4 Kd6 12 Kd4 Re1 13 Qf4+ Ke6 14 Qg4+ Kf7 15 Kd5 Re8 16 Qf5+ Kg8 17 Kd6 Rb8 18 Qd5+ Kf8 19 Ke5 Kg7 20 Qd7+ Kg8 21 Kf5 Rb1 22 Qd3 Rg1 23 Kf6 Rg7 24 Qd8+ Kh7 25 Qe8, transposing into Philidor's position (308), where White gives mate not later than the eighth move. Thus the solution takes 33 moves.

Averbakh has found a shorter winning path.

8 Qf8! Kd7.

Other replies lead either to the loss of the rook, or to a shortening of the solution, e.g. 8... Kd5 9 Qd8+ Kc5 10 Qc7+ Kb5 11 Qd7+ Ka5 12 Qb7 (313).

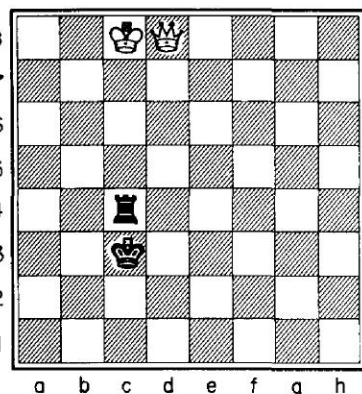
9 Kd3! Ra5 10 Kc4 Re5 (10... Ra4+ 11 Kb5 Re4 12 Qf5+ Re6 13 Kc5 Ke7 14 Kd5 Rf6 15 Qg5 Kf7 16 Ke5 Rg6 17 Qh4 Kg7 18 Kf5, and the rook must move away from 'under the wing' of the king) **11 Qf7+ Kd6** (11... Re7 12 Qf5+ Kd6 13 Qd5+ Kc7 14 Kc5 etc.) **12 Qf6+ Re6 13 Qf4+ Kc6 14 Qd4 Rd6 15 Qc4+ Kb6 16 Kb4 Rc6 17 Qd4+ Ka6 18 Qd8 Kb7** (if 18... Rc1, then 19 Qd3+ Kb7 20 Kb5) **19 Kb5 Rc7 20 Qd5+ Ka7 21 Ka5 Rb7 22 Qd4+ Kb8 23 Ka6 Rc7 24 Qd8+ Rc8 25 Qb6+ Ka8 26 Qb7** mate.

On the basis of this analysis, Averbakh determined the maximum number of moves required to be in the range 25–30.

In 1979 the question was submitted to a computer. It transpired that position 324 was not the most unfavourable, from the viewpoint of the number of moves required for victory. The computer indicated a different arrangement of the pieces.

325

+



325. We will give the main variation with the best play for both sides.

1 Kb7 Rb4+ 2 Kc6 Rc4+ 3 Kb6 Rb4+ 4 Ka5 Re4 5 Qd6 Rd4 6 Qf6 Kd3 7 Kb5 Ke3 8 Kc5 Rf4 9 Qa1 Rf8.

Here and subsequently the rook is not afraid to move away from its king, obviously on the understanding that it does not come under a double attack. This method of defence, found by the computer, confirms the idea expressed above that the defender should avoid repetitive manoeuvres which make things easier for the queen.

10 Qd4+ Ke2 11 Qg4+ Ke3 12 Qe6+ Kf3 13 Kd4 Rd8+ 14 Kc3 Rf8 15 Qc6+ Kg4.

The king chooses the safest squares. If the rook is on dark squares it stands on light ones (and vice versa), avoiding double attacks along the diagonals.

16 Qg6+ Kf3 17 Qg5.

The queen's manoeuvres pursue two aims—to restrict the mobility of king and rook, and also to cover the rear squares, thus ensuring the approach of its own king.

17... Rf4 18 Kd3 Ra4 19 Qd5+ Kf2 20 Qc5+ Kg3 21 Ke3 Rg4 22 Qh5 Ra4 23 Qe5+ Kh3 24 Qe6+ Kh4 25 Qe7+ Kg3 26 Qd6+ Kh4 27 Kf3 Kh5 28 Qd5+ Kh4 29 Qd8+ Kh5 30 Qe8+ Kg5 31 Qxa4.

Thus, according to the computer, 31 moves are required to win. For any other arrangement White wins more quickly.

3.2 QUEEN AGAINST ROOK AND PAWN

Endings with queen against rook and pawn are among the most difficult. Their assessment depends not only on the relative placing of the pieces, but also on the file on which the pawn stands and on how far advanced it is. The slightest change in the overall picture can have a decisive effect on the result. For the confident handling of such positions it is insufficient to know the general principles; it is necessary to know the assessments of numerous typical positions and ways of attaining them. Experience shows that, even in meetings between players of high standard, incorrect evaluations of position and the number of direct mistakes greatly exceed the accepted 'norm'.

It might seem that the study of this ending, which in general occurs rather rarely in practice, is an unattractive proposition. But it is not yet known where is the cause and where the effect. In the majority of cases with this balance of forces, the players head for the position more through necessity than from a plan worked out beforehand. Meanwhile, this 'gesture of despair' often proves to be the most sure, and sometimes the only, way of saving the game or winning.

The struggle of queen against rook and pawn has for a long time drawn the attention of theorists. In 1777 Philidor began analysing endings of this type, and in 1868 this work was carried on by Guretzky-Cornitz. Since then the authors of most works on the end-game have mainly restricted themselves to reproducing these analyses without critical testing. But in 1950 Chéron showed that the assessments of a number of positions, which had held for about a hundred years, were incorrect.

Meanwhile, Chéron's work was also not free of mistakes, and I too was unable to avoid mistakes in the 1st edition of this book. This is explained not only by the complexity of the analysis, where the result of a lengthy variation may depend literally on every

move, but also by the lack of actual material from master practice, which could provide a starting-point for conclusions and assessments. Nevertheless the reader will see how practice introduces corrections into theoretical searchings, and how theory, in turn, provides landmarks in the boundless sea of variations.

We will have to subject a large number of positions to a scrupulous investigation. At times the analysis may seem excessively detailed and tedious, but the reasons for practically every move require concrete demonstration. Therefore it is necessary to master the general method of play for both the attacking, and the defending side, and then even the most complex manoeuvres will become logical and understandable.

It will be advisable to divide all the positions in this chapter into the following groups (according to the coordination of the weaker side's pieces):

3.21. The rook supports the pawn from the side.

3.22. The rook supports the pawn from behind.

3.23. The king supports the pawn.

It should be borne in mind that during the play certain positions may transform from one group into another.

3.21 The rook supports the pawn from the side

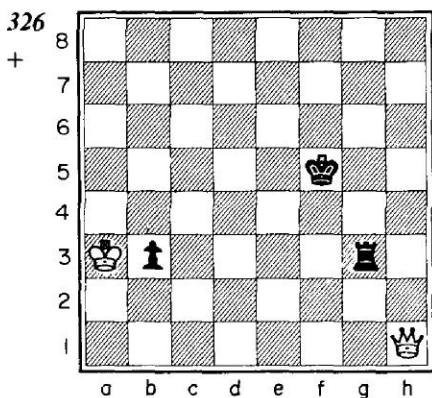
The positions of this group are the least favourable for the weaker side.

If the pawn has only reached the 3rd rank*, the side with the queen normally wins (with the exception of certain cases with a rook's pawn—354).

The winning procedure consists in restricting the mobility of the enemy pieces, which destroys their coordination and leads to the loss of the rook or the pawn.

* For convenience in layout and study of the material, in all examples (except those with several pawns) we have made the weaker side Black.

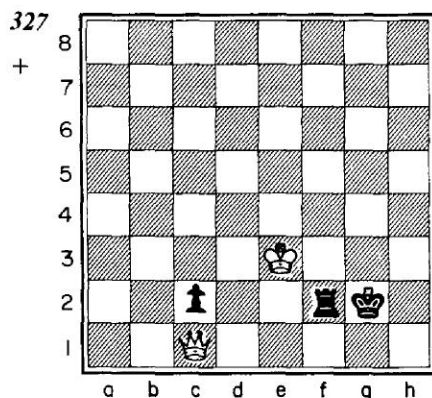
Rinck, 1906



326. 1 Qd5+ Kf4 2 Qd4+ Kf5 3 Kb2 Rf3 4 Kc1 Rg3 5 Kd1 Kg5 (5... b2 6 Qd5+ Kf4 7 Kc2) 6 Ke1 Rf3 7 Ke2 Rh3 8 Kf1 Rh1+ 9 Kg2 Rb1 10 Qe5+ Kh6 11 Qf6+ Kh5 12 Qf5+ and 13 Qxb1.

With the pawn on the 2nd rank the winning procedure is complicated by the fact that the queening square must constantly be kept under control by the stronger side's pieces. Moreover, in defending the pawn along the rank the rook may be able to remain *en prise*, its immunity being ensured by the threat of queening the pawn.

Henkin, 1962



327. 1 Qe1 Rf3+ 2 Kd2 Rf2+ 3 Kd3 Kf3 4 Qg1 Rg2 5 Qe3+.

A characteristic feature of positions with the pawn on the penultimate rank: on 5 Qh1 Black can reply 5... Kf4!, without having to worry about the safety of his rook. But now White keeps the queening square under control, while simultaneously pushing back the enemy king.

5... Kg4 6 Ke4 Rf2! (the most tenacious defence; weaker is 6... Kh4 7 Kf5 Rh2 8 Qf4+ Kh3 9 Qg4 mate) 7 Qe1! Rg2.

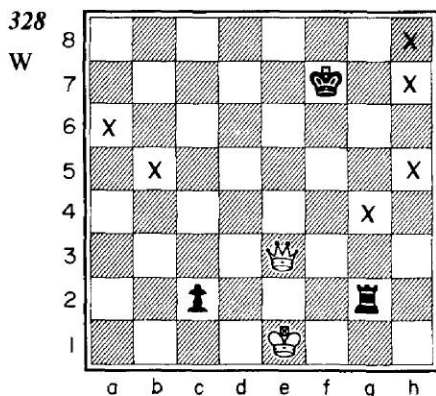
The alternatives are no better: 7... Kg5 8 Qg1+ Kh5 9 Ke3 Rg2 10 Qh1+, or 7... Rh2 8 Qg1+ Kh3 9 Kf3, or 7... Rf4+ 8 Ke3 Rc4 (8... Rf3+ 9 Kd2) 9 Qe2+.

8 Qf1 Rf2 (8... Kg3 9 Qf4+ Kh3 10 Kf3) 9 Qg1+ Kh3 10 Ke3 Rg2 11 Qf1 Kh2 12 Qe1! Kh3 13 Kf3 Kh2.

We have reached Philidor's position (308), which will be familiar from the previous chapter. The presence of the black pawn does not change the solution. By 14 Qe5+ Kh1 15 Qa1+ Kh2 16 Qe1 White gives his opponent the move, and wins thanks to *zugzwang*.

The weaker side can defend successfully only if the enemy king is cut off on the first rank.

Henkin, 1982

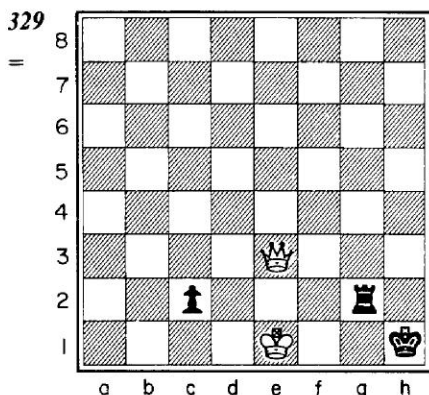


draw for any position of the black king, except the squares marked by crosses

328. White's actions are restricted by the threats of $1 \dots c1=Q+$ and $1 \dots Rg1+$, while the blockading square is inaccessible to his king. He is unable to drive the rook off the 2nd rank: **1 Kf1 Rh2 2 Kg1 Re2 3 Qf3+ Kg7 4 Qc3+ Kf7 5 Qc7+ Kg8 6 Kf1 Rh2 7 Kg1 Re2** etc.

With the king on one of the squares on the h-file marked with a cross, White wins by **1 Qh3+**, when the rook is captured with check. If the king is at **g4**, **a6** or **b5**, for the same reason the king cannot occupy e2. But with the king at **c4** this factor does not lead to a loss, since after **1 Kf1 Rh2 2 Kg1 Re2 3 Qxe2+ Kc3** the queen is not able to reach the queening square.

Henkin, 1982



329. Here both kings are badly placed, and after **1 Qh3+ Kg1 2 Qh6** Black has to play accurately.

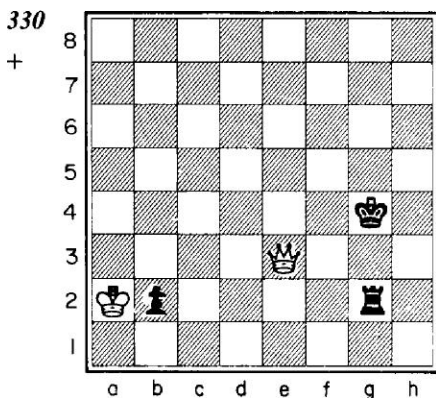
He loses after $2 \dots Rh2?$ **3 Qe3+ Kh1** ($3 \dots Kg2$ **4 Ke2 Rh1 5 Qf3+ Kh2 6 Qf2+ Kh3 7 Kf3**) **4 Kf1 Rg2 5 Qh3+ Rh2 6 Qf3+.**

Correct is $2 \dots Rf2!$ **3 Qg5+ Rg2 4 Qf4 Kh1**, when White is unable to strengthen his position.

We will now consider some examples with a knight's pawn on the penultimate rank.

330. The winning method is highly interesting: the white king manoeuvres between b1 and a2, successively giving Black the move,

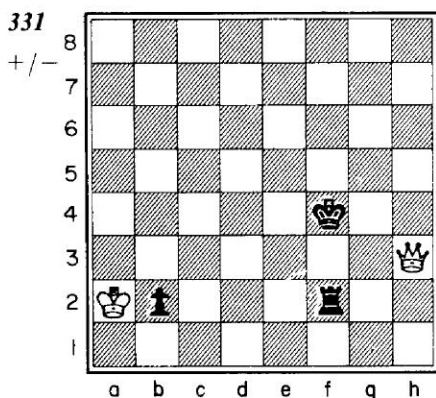
Henkin, 1962



which leads to his pieces being driven to the edge of the board.

1 Kb1! Rh2 2 Qe4+ Kg3 3 Qe5+ Kh3 4 Qf4! Rg2 5 Ka2! Rh2 6 Qf3+ Kh4 7 Kb1! The final transference of the turn to move, after which Black loses his rook or his pawn.

Henkin, 1960



331. Here White is faced with a different task: he has to drive the black pieces towards the pawn, when his king will be able to help. We will consider the position with Black to move, since White always has in reserve the waiting move **Ka2-b1**.

1 ... Re2.

1 ... Ke4? 2 Qg4+ Ke3 3 Qg3+ leads to

the loss of the pawn, while after 1 ... Rc2 2 Qf1+ Ke3 3 Qf5! Rf2 4 Qg4 the main variation is reached.

2 Qf1+ Ke3 3 Qf5! Rf2.

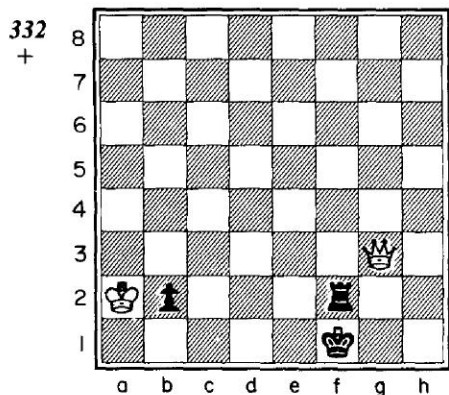
Not, of course, 3 ... Rg2? 4 Qh3+ Kf2 5 Kxb2, while 3 ... Rd2 4 Qh3+ Kf2 leads to a position from example 332.

4 Qg4! Re2 5 Qg3+ Ke4.

Compared with the initial position the black pieces have moved one file to the left. Now Black is given the move, and it is all repeated again from the start.

6 Kb1+! Rd2 7 Qe1+ Kd3 8 Qe5 Re2 9 Qf4 Rd2 10 Qf3+ Kd4 11 Ka2! Rc2 12 Qd1+ Kc3 13 Qd5 Rd2 14 Qe4 Rc2 15 Qe3+ Kc4 16 Qb3+ and 17 Qxc2.

Henkin, 1960



332. We will first examine this position with White to move. As in example 331, his task is to force the black pieces to approach their pawn. The driving-back procedure differs from the previous one, since, as we will see later, giving the opponent the move by 1 Kb1 does not succeed. But the queen is able to carry out the task on her own.

1 Qg4! Rd2.

The particular features of the position with the black king on the 1st rank are revealed in the variations 1 ... Rc2(g2,h2) 2 Qd1+, or 1 ... Kc1 2 Qg1+. In the event of 1 ... Re2

White wins by 2 Qf3+ Ke1 (2 ... Rf2 3 Qh1+) 3 Kb1! Rd2 4 Qe3+ Kd1 5 Qe4! Rh2 (otherwise 6 Qh1+) 6 Qf3+ Ke1 7 Qg3+ Rf2 8 Qg1+.

2 Qe4! Kf2.

2 ... Rf2 3 Qh1+, 2 ... Rg2(h2) 3 Qb1+ and 2 ... Kg1 3 Qe1+ are all bad, while 2 ... Re2 3 Qf3+ is considered in the previous note.

3 Qf4+ Ke1 (a variation in the note to Black's 1st move is reached after 3 ... Ke2 4 Kb1 Ke1 5 Qe3+ Kd1 6 Qe4! etc.) **4 Qe3+ Kd1 5 Qe4!** (5 Kb1 Rf2! is weaker) **5 ... Rc2 6 Qd3+ Kc1** (6 ... Rd2 7 Qf1+ Kc2 8 Qb1+ Kc3 9 Qe4! reduces to the final position of example 331) **7 Qf1+ Kd2 8 Kb3!**, and White wins.

We will now consider position 332 with Black to move. We have seen that it is extremely undesirable for the black pieces to approach the pawn, and therefore the king and rook must stay as far away from it as possible. From this it follows that the best squares for the black pieces are on the g- and h-files: **1 ... Rg2!**

This move would have followed on 1 Kb1. Now White is unable to drive the enemy pieces to the opposite wing, since the queen cannot go to g4.

2 Qh3 Kg1 3 Kb1 Rh2 4 Qe3+ Rf2 5 Qd4 Kg2!

But not 5 ... Kf1? 6 Qg4. Now the queen can occupy g4 with check, but is not able to cut off the black king from the g- and h-files.

6 Ka2 Kg3 7 Qe4 Kh2, and White cannot achieve anything.

However, 'if the mountain will not come to Muhammad ...'. After 1 ... Rg2! White wins by bringing his king onto the battlefield.

2 Qd3+ Kg1 3 Qd1+ Kh2 4 Kb3 Rf2 5 Kc3 Kg2 6 Kd3 Kh2 7 Ke3 Rg2 8 Qe1 Kh3 (333).

333. 1 Kf4!

This is stronger than Chéron's solution, beginning with 1 Qh1+. White aims for the final position from example 327.

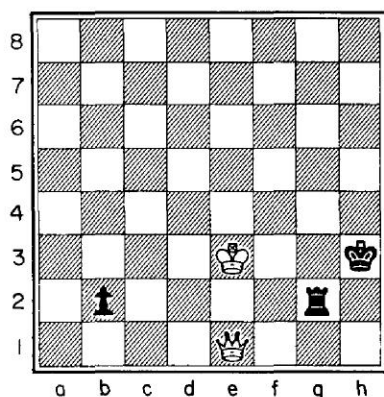
1 ... Kh2 2 Kf3.

Chéron, 1956

Henkin, 1962

333

+



Although in comparison with position 327 the rook has an extra square available along the rank, it is unable to avoid a double attack.

2 ... Rc2 3 Qh4+ Kg1 4 Qd4+ Kh2 5 Qd6+! Kg1(h1) 6 Qd1+.

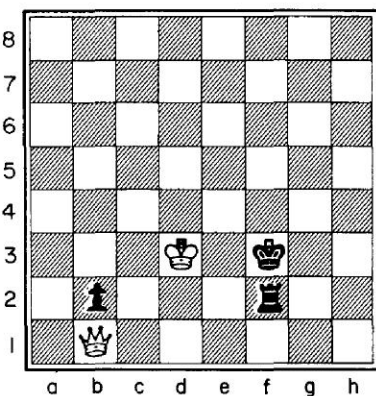
From the analysis of positions 330–332 with a knight's pawn, it follows that, when the black king is unable to support the rook from g1, g2, g3, h1, h2 or h3, White wins without approaching with his king but by placing it at a2 or b1. But if the black king is defending the rook from one of the indicated squares, the win is attained differently: White leaves the b1 square under control of the queen and takes his king across to the enemy pieces entrenched on the opposite wing.

Chéron, 1956

Henkin, 1962

334

+



334. By the combined efforts of his pieces, White has to drive the black king onto the 6th rank and then, keeping b1 under control, retreat his king to a2, reaching one of the positions 330–332. Black is unable to avoid this, since the attempt to keep his king at h2 or h3 leads to position 333.

1 Qg1!

Chéron's solution, beginning with 1 Qe1, is too complicated, and occupies some four pages of closely-spaced text. Chéron proceeds from the erroneous assumption that with his king at b1 or a2 White wins only when the black king is on the 8th, 7th, 6th or 5th rank. He is especially at fault in the following position: (Kc3, Qf1—Ke3, Re2, Pb2). He considers this to be very difficult for White to win, and gives a lengthy variation beginning with 1 Qf5. But in fact there is a much simpler win: 1 Kb3! Rf2 2 Qh3+ Ke4 3 Ka2 Kf4 4 Kb1, and we have position 331.

1 ... Rh2!

The best defence. 1 ... Rg2 is weaker: 2 Qe3+ Kg4 3 Qe4+ Kh5 (3 ... Kg3 4 Ke3 Kh2 5 Qh4+ Kg1 6 Qe1+ Kh2 7 Kf3 leads to position 333) 4 Qf5+ Kh4 (4 ... Kh6 5 Qh3+) 5 Ke3 Kg3 6 Qf4+ Kh3 7 Kf3, with a quick mate.

2 Qf1+ Rf2.

On 2 ... Kg4 White wins by 3 Ke4 Kg5 4 Qf5+ Kh6 5 Kd4 Rf2 6 Qh3+ Kg5 7 Qg3+ Kh5 8 Qg1! Rd2+ (8 ... Rg2 9 Qh1+) 9 Ke3 Rc2 10 Qd1+.*

3 Qh3+ Kf4 4 Qh4+ Ke5 (4 ... Kf3 5 Qe4+ Kg3 6 Ke3 Rg2 7 Qf4+ Kh3 8 Kf3) 5 Qe4+ Kf6 6 Kc3!

Now that the black king has been driven onto the 6th rank, White's king heads for a2 to relieve the queen which is guarding the queening square. For his part, Black tries to improve his position and return his king to the defence of the rook.

* This manoeuvre was first seen in the following study by Troitsky: (Kd6, Pc7—Kh6, Rf2, Pb3; White to play and win). The solution: 1 c8=Q Rd2+ 2 Ke5 Re2+ 3 Kf5 Rf2+ 4 Ke4 b2 5 Qh3+ Kg6 6 Qh3+ Kh5 7 Qg1 Kh6 8 Kd3 Kh5 9 Ke3, and White wins.

6 ... Re2! 7 Qh1! (from here the queen controls all the key squares) 7 ... Kg5.

If 7 ... Rh2, then 8 Qf1+ Kg5 9 Qg1+! Kf5 10 Kb3 Rg2 11 Qf1+ Ke5 12 Ka2, and White wins.

8 Kb3.

White has almost achieved his aim, and it remains for him to prevent the black king from reaching g3. The method of play depends on Black's reply:

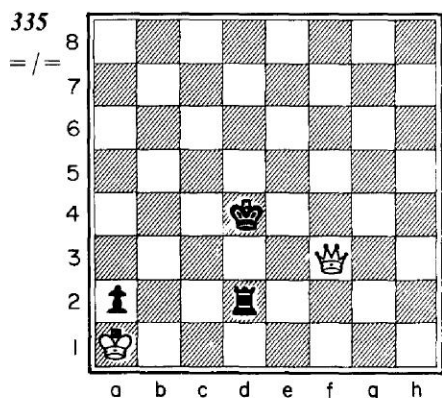
(a) 8 ... Kf4 9 Qh4+ Kf3 10 Ka2 Kg2 11 Qg4+ Kf2 12 Kb1, and then as in position 332.

(b) 8 ... Kg4 9 Qd1! Kg3 (the king occupies the desired square, but only for an instant) 10 Qd3+! Kf2 11 Ka2, and a position of type 332 is again reached.

The more free squares that the rook has along the rank, the greater the difficulties faced by the attacking side. With a rook's pawn on the penultimate rank the drawing chances are significantly increased.

If the stronger side's king is blockading the pawn, it not only has no waiting moves, but is also tied 'for ever' to the corner square.

Chéron, 1958



335. The analogous position with the pawn at b2 was lost (331). But here the queen alone is unable to create a *zugzwang* position. If it is White's move, he is unable to give his

opponent the move. Black to move is also able to draw by careful play.

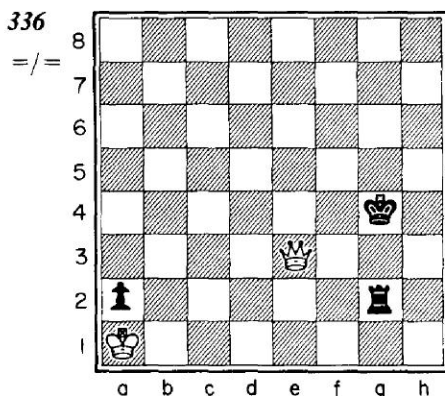
1 ... Rc2! (but not 1 ... Kc4? 2 Qe4+ Kc3 3 Qe3+, winning the pawn) 2 Qf4+.

There is also no win by 2 Qd1+ Kc3 3 Qd5 Rd2 4 Qe4 Rc2 5 Qf3+ (if 5 Qe3+, then 5 ... Kc4; with Black to move White would win, but he is unable to give him the move) 5 ... Kd4!

2 ... Kd3 3 Qf5+ Kc3 4 Qe4 Kd2 5 Qf3 Ke1! (5 ... Kc1? 6 Qd5! Rh2 7 Qe5 Rd2 8 Qe1+) 6 Qe3+ Kf1 7 Qd3+ Re2 8 Qf3+ Ke1! 9 Qf4 Rc2!

The only defence. All other moves lose, e.g. 9 ... Rd2 10 Qe3+ Kd1 11 Qe4 Rc2 (11 ... Rh2 12 Qg4+ Re2 13 Qg1+) 12 Qd3+ Kc1 13 Qd4 Rg2 14 Qf4+ Rd2 15 Qf1+ etc.

10 Qd4 Ke2. Draw.

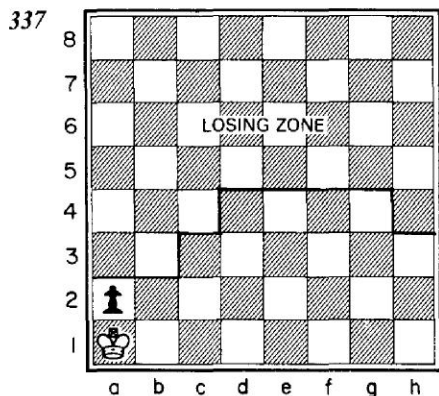


336. In this example too, in contrast to position 330, White is unable to put Black in *zugzwang*: 1 ... Rh2! 2 Qg1+ Kh3 3 Qg5 Rf2 etc.

Note that in positions like 335 and 336 a draw can be achieved only when the black king can support the rook in time. In diagram 337 the losing zone for the black king is indicated.

337. If the king is inside the zone, the rook cannot be maintained on the 2nd rank, and Black loses his pawn. Exceptions are provided by the following two positions: (Qe3—

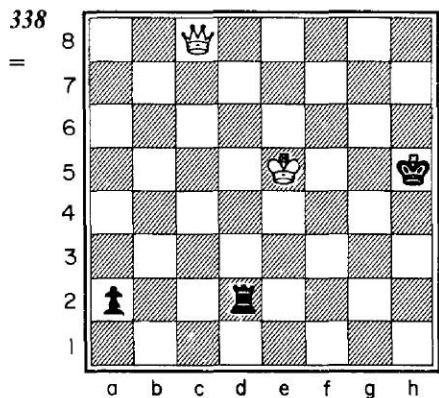
Henkin, 1962



Kc4, Rc2) and (**Qf3—Kh4, Rh2**), where Black loses only if it is him to move.

In positions where the white king has complete freedom of movement, again Black can normally defend successfully.

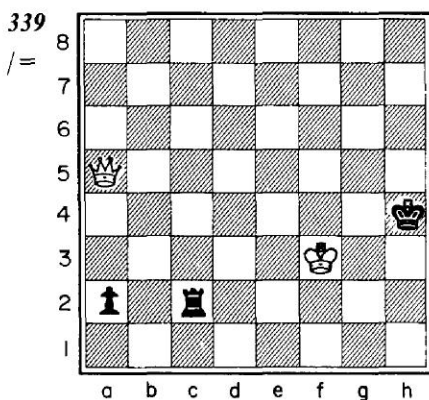
V. Platov, 1922



338. The threat of queening the pawn prevents the creation of a mating net, and the winning method employed in the analogous position with the pawn at b2 (334), does not work here, since the blocking square a1 is inaccessible to the white king.

1 Qh8+ Kg4 2 Ke4 Re2+ 3 Kd3 Rh2! 4 Qe5 Rg2 5 Ke3 Rc2 6 Qf6 Rg2 7 Qg6+ Kh4.
Draw.

Averbakh, 1972



339. Black's position seems critical, but he nevertheless maintains the balance.

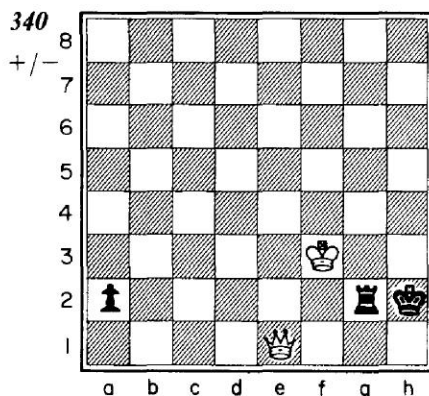
1 ... Rh2!

The only move. After **1 ... Rb2 2 Qd8+ Kh5 3 Qh8+ Black** loses his rook, while after **1 ... Rd2 2 Qxd1 a1=Q** he is mated at h6.

2 Qe5 Rc2 3 Qg7 Kh5 4 Qg1 Rd2 5 Ke3 Rc2 (**5 ... Rg2 6 Qh1+ or 5 ... Rb2 6 Qd1+ Kg6 7 Qg4+ Kf7 8 Qf5+ Kg8 9 Qg6+ and 10 Qf6+**) **6 Kd3 Rf2!**, and White cannot take away all the rook's squares along the 2nd rank.

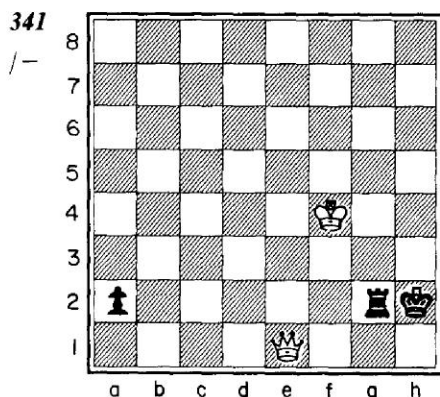
In positions such as 338 White wins only if the position of the black king is very cramped.

from Philidor, 1777



340. As in example 327, Black to move is in *zugzwang*: 1 ... Rc2 2 Qh4+ Kg1 3 Qd4+ Kh2 4 Qd6+, then 5 Qd1+ and 6 Qxc2. If it is White to move, then 1 Qe5+ Kg1 2 Qa1+ Kh2 3 Qe1! etc.

Henkin, 1960



341. White is threatening by 1 Kf3 to transpose into the previous position. This danger is not averted by 1 ... Rc2 2 Kf3, or by 1 ... Rg8 2 Qf2+ Rg2 3 Qh4+ Kg1 4 Qe1+ Kh2 5 Kf3. Therefore if it is Black to move he has only one remaining chance.

1 ... Rb2 2 Kf3 Rb3+ 3 Kg4!

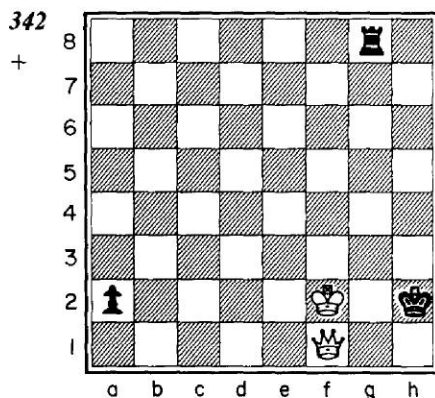
Now the rook cannot return to b2 because of 4 Qe5+, and Black also loses after 3 ... Ra3 4 Qd2+ and 5 Qc1+. He is therefore forced to check from the b-file.

3 ... Rb4+ 4 Kg5 Rb5+ (4 ... Ra4 5 Qd2+ Kg3 6 Qd3+, followed by 7 Qc2+ and 8 Qxa4) 5 Kf6 Rb6+ (5 ... Kh3 6 Qe6+ and 7 Qxa2) 6 Ke7 Rb7+ 7 Kd8 Rb8+ 8 Kc7 Rg8.

Black appears to have defended successfully, since a queen check along the 2nd rank is met by 9 ... Rg2 with a draw. But now a basic 'geometric' motif comes into play: 9 Qe5+! Rg3 (9 ... Kh1 10 Qa1+, or 9 ... Kg2 10 Qd5+ and 11 Qxa2) 10 Qh8+ and, depending on Black's reply, White wins the pawn by 11 Qa1+ or 11 Qb2+.

Henkin, 1960

Chéron, 1965



342. White will aim to transpose into a position of type 341, and Black into 335 or 336.

There is no win by 1 Qa1 Rf8+ 2 Ke3 Re8+ 3 Kd3.

The king must move along the 3rd rank, otherwise the rook will switch to the 2nd rank, reaching a position of type 338, e.g. 3 Kf4 Rf8+ 4 Kg4 Rf2! 5 Qe5+ Kg2 6 Qe1 Rf3! 7 Qe2+ Rf2 8 Qe4+ Kh2 9 Qa8 Rc2 10 Kf3 Rc3+ 11 Ke4 Rc2 12 Kd3 Rf2 13 Ke3 Rc2 14 Qh8+ Kg3! 15 Qg7+ Kh4 16 Kf3 Kh5, and we have a position of type 339.

3 ... Rd8+ 4 Kc3 Rc8+ 5 Kb3 Rb8+ 6 Ka3 Ra8+ 7 Kb4 Rb8+ 8 Ka5 Kh3! 9 Ka6.

White is short of just one tempo for Ka7, parrying the threat of ... Ra8+ in the event of the capture of the pawn. Exploiting this, Black improves the position of his rook.

9 ... Rf8! 10 Kb6 Rf2, and the aim is achieved.

Let us return to position 342. White has two ways to win:

(a) 1 Qa6.

Threatening mate. 1 ... Rf8+ 2 Ke3 is bad, when in the event of checks from the 8th rank (and what else?) the king heads for the pawn along the 3rd rank and picks it up. 1 ... Kh3? loses immediately to 2 Qe6+ Kh4 3 Qxa2.

1 ... Rg2+ 2 Kf3 Rg3+.

Forced. The rook is lost after 2 ... Rd2(b2, c2) 3 Qh6+.

3 Kf4 Rg2 4 Qf1! Rb2.

Other moves also lose: (i) 4 ... Rd2 5 Qe1 Rb2 6 Kf3 (341); (ii) 4 ... Rc2 5 Qd1 Rf2+ (5 ... Rb2 6 Kf3 Rb3+ 7 Qxb3 a1=Q 8 Qc2+) 6 Ke3 Kg2 7 Qg4+ Kf1 8 Qh3+ Ke1 (8 ... Kg1 9 Qg3+ Rg2 10 Qe1+ Kh2 11 Kf3—340) 9 Qg3; (iii) 4 ... Rg8 5 Qf2+ Rg2 6 Qh4+ Kg1 7 Qe1+ Kh2 8 Kf3 (340).

5 Qe1! Kg2 6 Qe4+ Kh2 (6 ... Kg1 7 Qd4+, or 6 ... Kf1 7 Qh1+) 7 Qh7+ Kg1 8 Qg7+ Rg2 9 Qa1+ Kh2 10 Qe1!, and we have position 341.

(b) 1 Ke3 Re8+.

On 1 ... Rg2 there follows 2 Qe1 Rg3+ (2 ... Rb2 3 Kf3—341) 3 Kf4 Ra3 4 Qa1! Ra4+ (after any other move along the a-file the rook comes under a double attack) 5 Kf3 Ra3+ 6 Kf2 Rg3 7 Qe5.

2 Kd4 Rd8+ (2 ... Rg8 3 Qf2+ Rg2 4 Qh4+ Kg1 5 Qe1+ Kh2 6 Ke4 Rb2 7 Kf3—341) 3 Kc3 Rg8 4 Qf4+ (otherwise 4 ... Rg2 with a draw, e.g. 4 Qf2+ Rg2 5 Qh4+ Kg1 6 Qe1+ Kh2 7 Kd4 Kh3!—338) 4 ... Kh1 (4 ... Rg3+ 5 Kb2).

Here I erroneously assumed that White was unable to improve his position, and judged it to be drawn. Chéron found a subtle way to win.

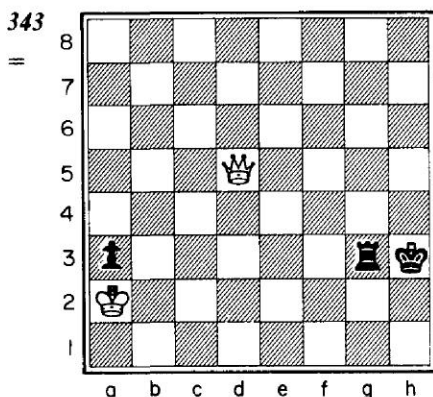
5 Qh4+ Kg1 (5 ... Kg2 6 Kb2) 6 Qe1+ Kh2 7 Qe5+ Kg1 8 Kd3! Rd8+ (9 Qa1+ was threatened; if 8 ... Rg2, then 9 Qe1+ Kh2 10 Ke3) 9 Kc4! (not 9 Ke3 Re8!) 9 ... Rd1 10 Qg3+ Kf1 11 Qf3+ Ke1 12 Qh1+, then 13 Qg2+ and 14 Qxa2.

Complicated play arises with a pawn at a3, blockaded by the king.

343. The only way for White to win is to bring his king into play. But this allows Black to advance ... a2, which leads to a drawn position of type 338. Thus after the direct 1 Kbl Rg1+ 2 Kc2 Rg2+ 3 Kd3 a2 Black immediately forces a draw. Therefore White tries to forestall this defence. We will consider two main possibilities:

Chéron, 1958

Henkin, 1962



(a) 1 Qh5+ Kg2 2 Kbl Rf3 3 Qg4+ Rg3 4 Qe4+ Rf3 5 Kcl Kg3 (5 ... a2 is premature due to 6 Kb2) 6 Kdl a2!

This advance is made at the precise moment when the king has crossed to the d-file, i.e. is outside the square of the pawn and is unable to stop it.

Here Chéron continued 7 Qg6+ Kf2 8 Qc2+ Kg1 9 Qxa2 Rf1+ with a draw, but White can play more cunningly.

7 Qe5+!

Now Black loses after, e.g., 7 ... Kf2 (7 ... Rf4 8 Ke1 Kg2 9 Qd5+ Kg1 10 Qg8+ and 11 Qxa2) 8 Qh2+ Ke3 9 Qd2+ and 10 Qxa2. But even so there is a defence.

7 ... Kg2! 8 Qg7+ Rg3!

8 ... Kf2 is still not possible: 9 Qd4+ Kg2 (9 ... Kf1 10 Qc4+ Kg1 11 Qg8+, or 9 ... Re3 10 Kd2) 10 Ke2 Rb3 11 Qa1 Rf3 12 Qg7+ Rg3 13 Qa7! Kh3 (13 ... Kh2 14 Kf2 Rg2+ 15 Kf3 Rg3+ 16 Kf4 Rg2 17 Qd4 Rc2 18 Qd1!—342) 14 Qa8!! Rg1 (14 ... Rg2+ 15 Kf3 Rg3+ 16 Kf2) 15 Qh8+ Kg2 16 Qg7+ Kh2 17 Qh6+ Kg2 18 Qg5+ Kh2 19 Qh4+ Kg2 20 Qf2+ Kh1 21 Kf3, and White wins.

9 Qa7 Kf3!!

This forces a draw, whereas all other moves lose, e.g. 9 ... Kh3 10 Ke2! Rg2+ 11 Kf3 Rg3+ 12 Kf4 Rg4+ 13 Kf5 Rg2 14 Qe3+! Kh4 (14 ... Kh2 15 Qe1!—341) 15

Qe1+ Kh3 16 Kf4 Rb2 17 Kf3 (340). The position arising after 9... Kh2 10 Ke2 Rg2+ 11 Kf3 Rg3+ 12 Kf4 Rg2 13 Qd4! Rc2 14 Qd1 is considered in example 342.

10 Qf7+ Kg4!

The pawn is immune, and the white king is not able to approach the black pieces. Draw.

(b) 1 Qh1+ Kg4 2 Kb1 Rf3 3 Kc1 Rh3!

Chéron erroneously recommended 3... a2? As already mentioned, the pawn should be advanced only when the white king steps onto the d-file. After 3... a2? White wins: 4 Qg2+ Rg3, and now not 5 Qxa2? Rg1+ with a draw, as considered by Chéron, but 5 Qe4+! Kh3 (otherwise 6 Kb2) 6 Qh1+ Kg4 7 Kb2, winning the pawn.

4 Qg2+ Rg3 5 Qe4+ Kg5!

5... Kh3 loses after 6 Qh1+ Kg4 7 Kd2 a2 (here this advance does not save Black, in view of the strong position of the queen) 8 Kc2! Ra3 9 Qa1! Rh3 10 Qg1+ Rg3 11 Qd1+ Kh4 (11... Kf4 12 Qd4+ Kf3 13 Qd5+ and 14 Kb2) 12 Qe1! Kh5 (12... Kg4 13 Qe4+ Kh3 14 Qh1+ Kg4 15 Kb2) 13 Qh1+ and 14 Kb2.

6 Kc2! Rh3!

After 6... Kh5? 7 Qf4 Rh3 (if 7... Rg2+ 8 Kb1! a2+ 9 Ka1, and the black king is in the losing zone—337) 8 Kc1 Rh1+ 9 Kd2 Rh3 (8... a2 10 Qf3+) 10 Kc2! Black is in zugzwang.

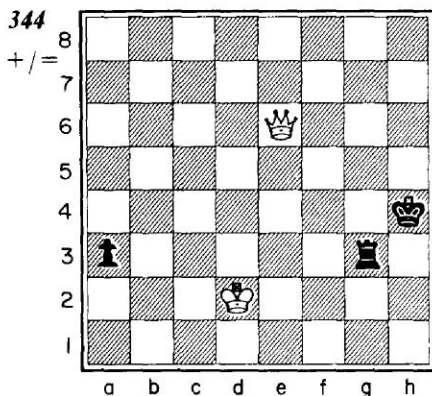
7 Qg2+ Kh4 8 Kd2 a2! (forcing the draw) **9 Qg1 Rg3 10 Qh1+** (10 Qf1 Rg2+ 11 Ke3 Rc2) **10... Rh3!** (White does not have time to play Kc2) **11 Qe1+ Kg5!** (11... Rg3? 12 Kc2!) **12 Qe5+ Kg4 13 Ke2 Rh2+ 14 Ke3 Rg2.** Draw, as in position 338.

In positions where his king crosses the d-file before Black advances his pawn to a2, White normally wins.

344. 1 Ke2 a2 (if 1... Rg2+ 2 Kf3, and 2... a2 is not possible due to the mate at h6) **2 Qf6+ Kg4.**

On 2... Kh3 White wins by 3 Kf1! Rb3 (3... Ra3 4 Qe6+ Kh2 5 Qd6+ Rg3 6 Kf2, or 3... Rg2 4 Qh8+ Kg3 5 Qg7+) 4 Kf2 Kg4 5 Qe5!, and then as in the main variation.

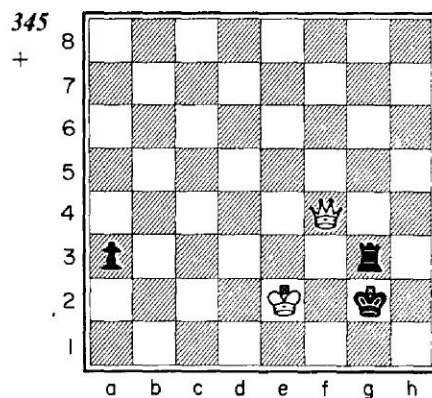
Henkin, 1962



3 Kf2 Rb3 4 Qe5! Kh4 5 Kg2 Re3 6 Qh8+, followed by **7 Qg8+** and **8 Qxa2.**

If it is Black to move he has time to regroup: **1... Rg2+ 2 Ke3 a2** with a draw as in position 338 (3 Kf3 Rf2+!).

Henkin, 1962



345. 1 Qf1+ Kh2 2 Kf2 Rg8 (2... a2 3 Qa1 Rg2+ 4 Kf3 Rg3+ 5 Kf4 Rg2 6 Qe1—341) **3 Qa1.**

White cannot capture on a3, but by threatening 4 Qe5+ he brings his king out onto the 3rd rank.

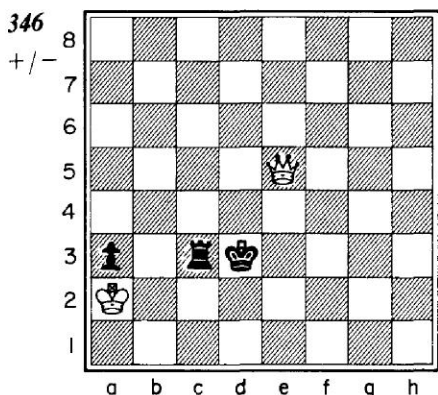
3... Rf8+ 4 Ke3 Re8+ 5 Kf4 Rf8+ 6 Kg4 Rg8+ 7 Kh4 (the checks are exhausted,

and the rook has to occupy a passive position) 7 ... **Ra8 8 Qa2+ Kg1 9 Kg3**.

If in position 345 it is Black to move, he makes the win more difficult by 1 ... **a2**, when after 2 **Qf1+ Kh2 3 Kf2 Rg8** position 342 is reached.

We have seen that for a successful defence the player with the rook must keep his pieces as far away from the pawn as possible. In order to determine the limits of this distance, we will study several new positions.

Henkin, 1962



346. We will first consider this position with Black to move: 1 ... **Kd2**.

1 ... **Kc2** loses quickly to 2 **Qe2+ Kc1 3 Ka1! Rc8 (3 ... Rc2 4 Qe1 mate) 4 Qe3+.**

2 **Qd4+ Kc2 (2 ... Rd3 3 Qf2+ Kd1 4 Ka1 Rc3 5 Qd4+ Kc2) 3 Ka1! Rd3.**

The attempt to keep the white king in the corner merely prolongs the struggle: 3 ... **Rb3 4 Qa4 Kc3 5 Ka2**, or 3 ... **Kb3 4 Qd2 Rc2 5 Qd1! Kc3 6 Qf3+ Kb4 7 Kb1! Rc3 (7 ... a2+ 8 Ka1 Kc4 9 Qe3—337; 7 ... Rb2+ 8 Kc1—391; 7 ... Rd2 8 Kc1 a2 9 Qb7+ Kc3 10 Qc6+ Kb4 11 Qb6+ Kc4 12 Qa6+ Kc3 13 Qa5+) 8 Qd5! Ka4 (8 ... Rc4 9 Qd2+ Kb3 10 Qd3+ Kb4 11 Ka2 Rc3 12 Qd4+ Rc4 13 Qb6+) 9 Qd1+ Kb4 10 Ka2 Kc5 11 Qd2 Kc4 12 Qd6! (347).**

4 Qc4+ Kd2.

Things are no different after 4 ... **Rc3 5**

Qe2+ Kc1 6 Qf2 Kd1 (6 ... Rb3 7 Qe1+ Kc2 8 Qe2+ Kc3 9 Qd1 Kc4 10 Ka2 Rd3 11 Qg4+ Kd5 12 Qf4—347, while 6 ... Rd3 loses to 7 Qe1+ Kc2 8 Ka2! Rc3 9 Qe2+ Kc1 10 Ka1) 7 Qd4+ Kc2 8 Ka2! Rd3 9 Qc4+ Kd2 10 Kb1, joining the main variation.

5 Kb1 Rf3.

Black tries to save the game by reaching position 343, but he is forced to allow the enemy king across the d-file before completing his regrouping. Its advance cannot be stopped: 5 ... **Rc3 6 Qd4+ Rd3 7 Qf2+ Kc3 8 Kc1! Kc4 9 Qe2 Kc3 10 Qe5+ Kc4 (10 ... Kb3 11 Qb5+ Kc3 12 Qc5+ and 13 Qc2+) 11 Kc2**. The result is the same after 5 ... **Re3 6 Qd4+ Rd3 7 Qf2+ Kc3 8 Kc1!** etc.

6 Qd4+ Ke2 7 Kc2 Kf1.

In the event of 7 ... **Rf2 8 Qe4+ Kf1+ 9 Kb3!** Black loses his pawn (9 ... **a2 10 Qh1+**), while after 7 ... **Re3 8 Qf4 Rh3 9 Qg4+ Rf3 10 Qe4+ Kf2 11 Kd1 a2** White wins prettily: 12 **Qa8! Rd3+ (12 ... Kg1 13 Qg8+ and 14 Qxa2) 13 Kc1 Kc1 14 Qa5+!** and 15 **Qxa2**.

White's next task is to approach the enemy pieces with his king, without allowing the advance of the pawn.

8 Kd1 Rg3.

As before Black cannot play 8 ... **a2 9 Qc4+ Kg1 10 Qg8+**, or 8 ... **Rf2 9 Qd3+ Kg2 10 Ke1** (of course not 10 **Qxa3? Rf1+** with a draw) 10 ... **a2 11 Qg6+ Kf3 12 Qf6+.**

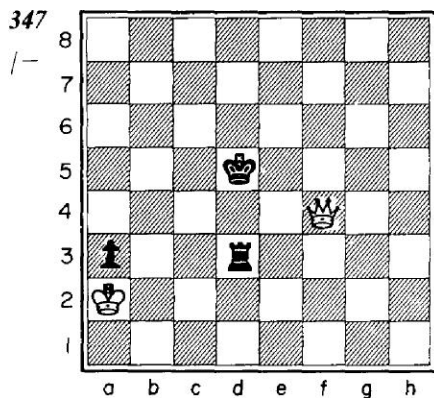
9 Qf4+ Kg2 10 Ke2 (345).

If in position 346 it is White to move, after 1 **Qe1! Kd4 2 Qd2+ Rd3 3 Qf4+ Kd5** the following position arises.

347. This is a familiar configuration in which White, who has in reserve a manoeuvre giving his opponent the move (1 **Kb1 Rc3 2 Ka1 Rd3 3 Ka2**), forces the black pieces to retreat to the edge of the board.

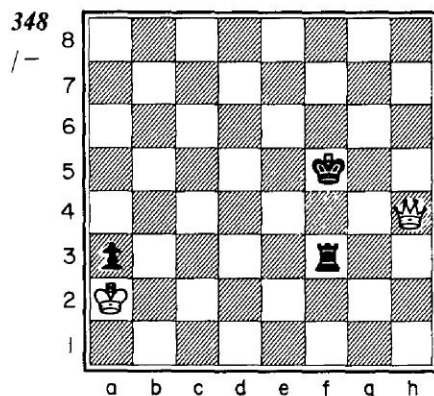
1 ... **Rc3 2 Qd2+ Kc4 3 Qd6! Rd3 4 Qe5! Rc3 5 Qe4+ Kc5 6 Kb1 Rb3+ 7 Ka1 (7 Kc2 is also possible) 7 ... Rc3 (7 ... Rb2 8 Qa4) 8 Ka2 Kb5 9 Qd4**, and Black loses his rook or his pawn.

Henkin, 1962



Moving the queen and the black pieces one or two files to the right does not change the assessment of the position, but in the latter case the play has certain special features.

Henkin, 1962



348. Black can only move his rook, since 1 ... Ke5 2 Qg5+ Ke4(d4) 3 Qg4+ leads to the loss of the pawn.

1 ... Rc3.

1 ... Rc3 2 Kb1 Rc3 is of no independent significance; after 3 Qh7+ Kf4 4 Qh6+ Kf5 5 Qf8+ Ke4 6 Qe7+ Kd4 7 Qf6+ Kd3 8 Qe5 position 346 is reached.

2 Kb1 Rf3.

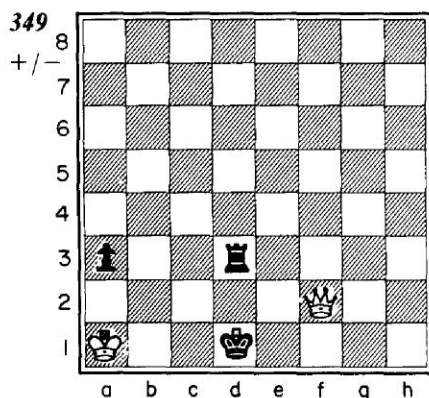
2 ... Rb3+ merely prolongs the resistance

after 3 Kc2 Rf3 4 Kd1! (not 4 Kd2? a2!—draw) 4 ... Rb3 (on 4 ... Rc3 or 4 ... Re3 there follows 5 Kd2, while after 4 ... a2 the pawn is lost: 5 Qh5+ Ke6 6 Qe8+ Kd6 7 Qb8+ Ke6 8 Qb6+ 9 Qa7+ or 9 Qa5+ and 10 Qxa2) 5 Qh5+ Ke4 6 Qe8+ Kd3 7 Qd7+ Kc3 8 Kc1 (346).

3 Kc2 Ke5 4 Qg4! Rf2+ 5 Kb1! a2+ 6 Ka1, and White wins (337).

All positions with the black king on the 1st rank and the queen on the 2nd rank, symmetrical with examples 347 and 348, have the same assessment.

Henkin, 1962*



349. We will first consider the position with Black to move: 1 ... Rb3.

1 ... Rc3 2 Qd4+ Kc2 3 Ka2 Rd3 4 Qc4+ Kd2 5 Kb1 leads to position 346, while after 1 ... Kc1 Black loses quickly: 1 Qe1+ Kc2 3 Ka2! Rc3 4 Qe2+ Kc1 5 Ka1.

2 Qd4+ Ke2.

After 2 ... Ke1 3 Ka2! White wins the pawn: 3 ... Rg3 4 Qh4 Kf2 5 Qh2+, or 3 ... Rf3 4 Qg1+ Ke2 5 Qg2+.

3 Qc4+ Rd3 4 Kb1 Kd2 5 Qf4+ Re3 6 Qd4+ Ke2 7 Kc2, and then as in position 346.

* If his king is at a2, White to move plays 1 Ka1. The king has been placed at a1 to deny White the possibility of giving the opponent the move by this manoeuvre.

Queen against Rook and Pawn

If it is White to move, he again transposes to position 346.

1 Qf1+ Kd2 (after 1... Kc2 2 Ka2 Kd2 3 Qf2+ Kd1 4 Ka1 the initial position is reached, but with Black to move) **2 Kb1! Ke3.**

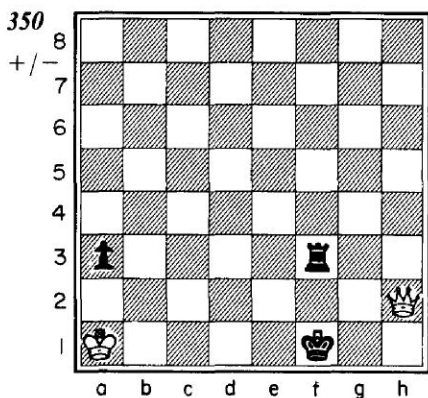
On 2... Rb3+ White again gives his opponent the move: 3 Ka2 Rd3 4 Qf2+ Kd1 5 Ka1. If instead 2... Rc3, then 3 Ka2 Ke3 4 Qe1+ Kd3 5 Qe5 (346), while after 2... Re3 3 Ka2 Rc3 4 Qf2+ Kd3 5 Qe1 Kd4 6 Qd2+ Rd3 7 Qf4+ Kd5 position 347 is reached.

3 Kc1! Ke4.

Not 3... a2 4 Qe1+ and 5 Kb2, while 3... Rc3+ is also bad: 4 Kd1 Rd3+ 5 Kc1 Kd4 6 Ke2 Rc3 7 Kd2 etc.

4 Kc2 Rf3 5 Qc4+ Ke3 (5... Kf5 6 Qh4!—348) **6 Kd1 Kf2 7 Qe4**, and then as in position 346.

Henkin, 1962



350. 1... Re3 2 Qf4+ Ke2 3 Ka2! Rf3 4 Qh2+! Kf1 5 Kb1!

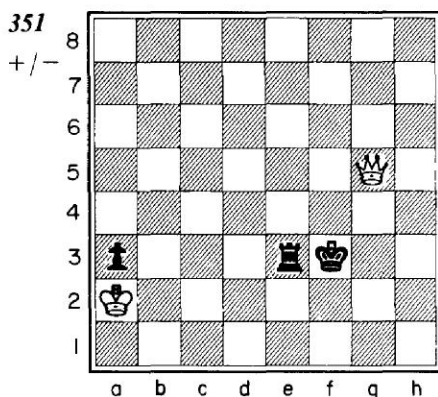
The initial position has been reached, again with Black to play, but the white king has moved to b1.

5... Re3 6 Qf4+ Ke2 7 Kc2 Rf3 8 Qe4+ Kf2 9 Kd1, and we have a position from example 346 (cf. the note to Black's 7th move).

If in position 350 it is White to move, he immediately plays **1 Kb1** etc.

Let us return to position 346 and move the queen and the black pieces two files to the right.

Henkin, 1962

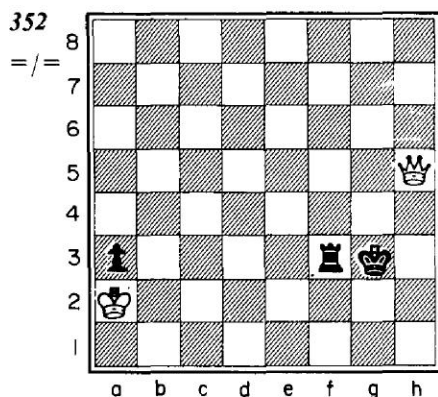


351. The assessment has not changed. Any move by Black leads to positions which have already been considered, e.g. **1... Ke4 2 Qg4+ Ke5** (348), or **1... Kf2 2 Qf4+ Rf3 3 Qh2+ Kf1** (350).

If it is White to move, after **1 Qg1 Kf4 2 Qf2+ Rf3 3 Qh4+ Kf5** the familiar position 348 is again reached.

But if the queen and the black pieces are moved a further file to the right, we have a different result.

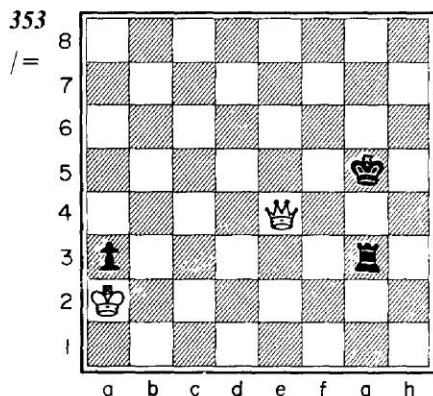
Henkin, 1962



Queen against Rook

352. Black to move plays **1 ... Kg2!**, while in reply to **1 Qh1** he plays **1 ... Kg4!**, in each case transposing to the drawn position 343.

Henkin, 1962



353. This position too is defensible: **1 ... Rh3!**

The only move. Black loses after **1 ... Kh5 2 Qf4 Rh3**, when to win White must give his opponent the move: **3 Kb1 Rh1+ (3 ... Rb3 + 4 Ka1! Rh3 5 Ka2) 4 Kc2 Rh3 (4 ... a2 5 Qf3+) 5 Kc1! Rh1+ (5 ... Rc3 + 6 Kb1 Rb3 + 7 Ka1! Rh3 8 Ka2) 6 Kd2 Rh3 7 Kc2!**—zugzwang.

2 Kb1.

After **2 Qe5 + Kg4 3 Qe6 + Kh4 4 Qg6** very accurate defence is required of Black: **4 ... Rf3!**, whereas he loses after **4 ... Rg3 5 Qf5! Rh3 6 Qf4 + Kh5**, and then as in the previous note. If instead White plays **4 Qf5** immediately, **4 ... Rg3!** now leads to a position where he is unable to give his opponent the move: **5 Kb1 Rg1 + 6 Kc2 Rg2 +** etc.

2 ... Rg3 3 Kc2 Rh3 4 Qe5 Kg4 5 Qe6 + Kh4 6 Kd2 a2!

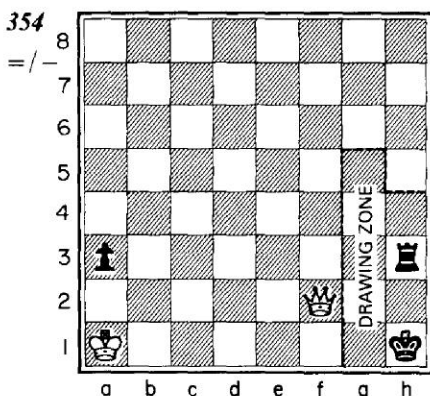
At the precise moment when the king steps onto the d-file, Black forces a transition into the drawn ending 338. He loses after **6 ... Rg3 7 Ke2 (344), or 6 ... Rh2 + 7 Ke3 a2 8 Qh6 + Kg4 9 Qf4 + Kh3 10 Kf3**, with inevitable mate.

Thus on the basis of our analysis of pos-

itions 343–353 we can determine the drawing zone for the black king supporting the rook along the 3rd rank, when the pawn is at a3 and the white king at a2 or a1.

Only the following position is an exception:

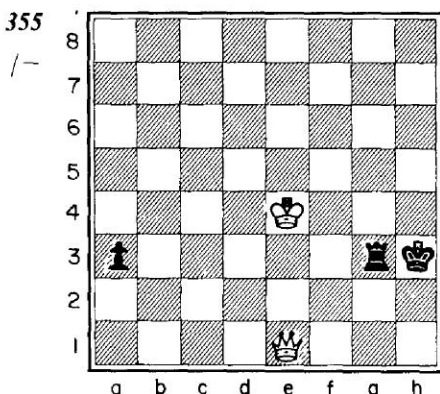
Henkin, 1962



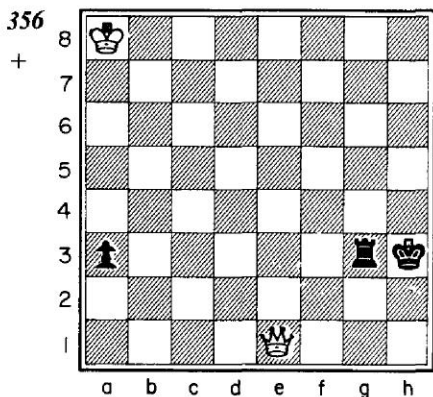
354. Black to move is in zugzwang. But if it is White to move it is a draw, since he is unable to give his opponent the move: **1 Kb1 Rg3! 2 Qxg3 a2 + 3 Kxa2**—stalemate.

In positions of this type White's main difficulties arose as a result of the poor position of his king on the 1st or 2nd rank. With his king on the 4th rank or above, analogous positions will be an elementary win.

Chéron, 1958



355. White threatens 1 Kf4, and after 1 ... Kg4 2 Qf1 Kh4 3 Qf5 Rg4+ (3 ... a2 4 Kf4) 4 Kf3 Ra4 5 Qg6 he wins easily.



356. Here the king is a long way from the main battlefield. So that Black should not improve his position by advancing his pawn, it is advisable to blockade it: 1 Qe6+ Kh2 2 Qa2+ Kh3, and now White can bring up his king at his leisure.

3.22 The rook supports the pawn from behind

The more advanced the pawn is, the more difficult it is to win, and in certain cases it is altogether impossible. The basic method of defence involves advancing the pawn towards the queening square. To prevent this advance the stronger side is forced to blockade the pawn with his queen, or, as more often happens, his king. At the appropriate moment the king or queen leaves the blockading square and launches into the attack, in order to create mating threats before the pawn queens. The result will depend on the position of the pawn, and on the relative placing of the pieces.

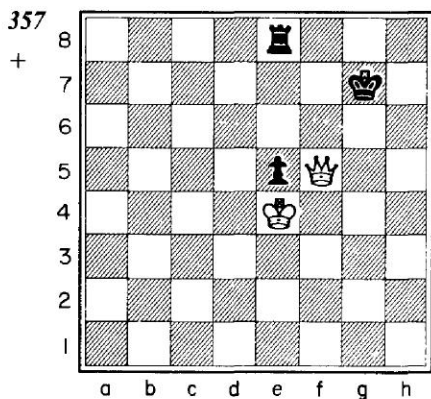
If the pawn has only reached the 5th rank, a win is always possible, and without difficulty.

357. 1 Qg5+ Kf8 (1 ... Kf7 2 Qh5+ Kf8 3 Kf5 etc.) 2 Qf6+ Kg8 3 Qg6+ Kf8 4 Kf5 e4 5 Kf6 Re7 6 Qh5.

White's direct play for mate is justified by

Chéron, 1926

Henkin, 1962

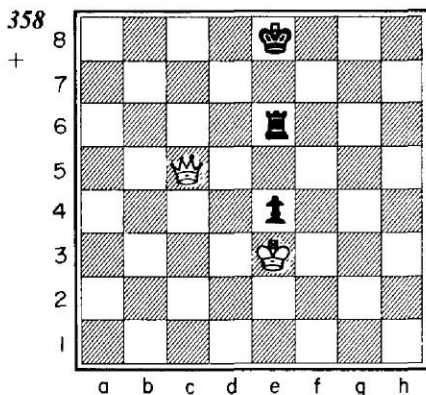


the absence of any stalemating possibilities, and also by the remoteness of the pawn from the queening square.

There is also another way to win: 1 Kd5 e4 2 Kd6 e3 3 Kd7 e2 4 Qg4+ Kf8 5 Qf3+ Kg7 6 Qg3+ Kf7 7 Qf2+ and 8 Kxe8 (Chéron).

With the pawn on the 4th rank White is deprived of several tempi, and the win becomes more difficult.

Berger, 1921*



358. White to move exploits the fact that the rook is undefended to gain an important

* In the original the position is shifted two files to the left, which does not change its character.

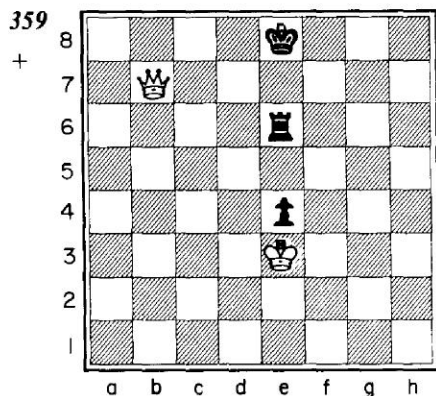
tempo: **1 Kf4! e3.**

Other moves also fail to save Black: **1 ... Kd7 2 Qd5+ Ke7 3 Kf5**, or **1 ... Kf7 2 Kf5 Re7 3 Qd5+ Kg7 4 Qd6 Kf7 5 Qg6+ Kf8 6 Kf6 e3 7 Qh5 etc.**

2 Kf5 Re7 (2... e2 3 Qc8+) **3 Kf6 Rf7+ 4 Ke6**, and White wins.

It should be noted that in the initial position **1 Kd4? e3 2 Kd5** is insufficient due to **2 ... Kf7!**, e.g. **3 Qc8 Re8! 4 Qf5+ Kg7 5 Qg4+ Kf6! 6 Qe2 Kf7!** with a draw (367). It is easy to see that, after gaining a tempo by the attack on the rook (2 Kd5), White lost it when the rook attacked his queen (3... Re8).

Henkin, 1962



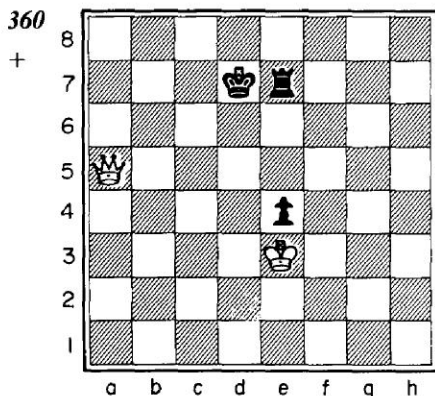
359. This position differs from the previous one only in the placing of the queen. However, here **1 Kf4 e3 2 Kf5** does not succeed in view of **2 ... Re7**, when White, as in position 358, loses an important tempo, and **3 Qc6+** allows Black to stand in the path of the enemy king—**3 ... Kf7**. Now in the event of **4 Qg6+** (if **4 Qc4+** or **4 Qd5+**, then **4 ... Kg7**) **4 ... Kf8 5 Kf6 e2** White does not have time for the winning manoeuvre **6 Qh5** due to **6 ... Re6+!** This happens because the king and queen are operating on the same side of the board, instead of seizing the opponent in a pincer-movement.

White wins by approaching with his king from the other side: **1 Kd4! e3.**

If **1 ... Kf8**, then **2 Kd5 Re8** (2... Re7 3 Qc8+ Kf7 4 Kd6 leads to the main variation) **3 Kd6 e3 4 Qf3+ Kg7 5 Kd7 Re5** (5... e2 6 Qg3+ Kf7 7 Qf2+) **6 Qf4 Rd5+ 7 Ke6 etc.**

2 Kd5 Re7 (2... e2 3 Qc8+) **3 Qc8+ Kf7 4 Kd6 e2 5 Qf5+** (the queen switches to the other wing and coordinates ideally with the king) **5 ... Ke8 6 Qg6+ Kd8 7 Qg8+ Re8 8 Qf7.**

Horwitz & Kling, 1851*



360. Here the king is defending the rook, which makes things more difficult for White. The winning plan divides into four parts.

Part one: White cuts off the black king from the rook along the d-file, without allowing it across to the short side of the board.

1 Qb5+ Kd6! (things are easier for White after **1 ... Kd8 2 Qc6**) **2 Qb4+ Kd7 3 Qa4+ Kc7 4 Qd1!**

This is stronger than **4 Qd4**, since it later helps White to gain a necessary tempo.

Part two: White cuts off the king and rook on the 8th rank.

4 ... Re5.

If **4 ... Kc6**, then **5 Qd8 Re6** (5... Re5 6 Kd4) **6 Kf4 e3 7 Kf5 e2 8 Qc8+**, winning.

5 Qd2 Re6 6 Qd4 Re7 7 Qd5!

It was for this position with the opponent to move that White was aiming when he

* In the original the position is shifted two files to the left, which does not change its character.

Queen against Rook and Pawn

played 4 Qd1!; Black is in *zugzwang* and is forced to retreat to the 8th rank.

7 ... Re8 8 Qc5+ Kd7 9 Qb5+ Kd8.

Part three: White again cuts off the king along the d-file, by occupying d6 with his queen.

10 Qc6! Re7 11 Kf2! (giving Black the move) **11 ... e3+.**

Or 11 ... Rf7+ 12 Ke2 Re7 13 Ke3. Here 12 ... Rd7 is no better due to 13 Qa8+.

12 Ke2 Re8 13 Qd6+ Kc8.

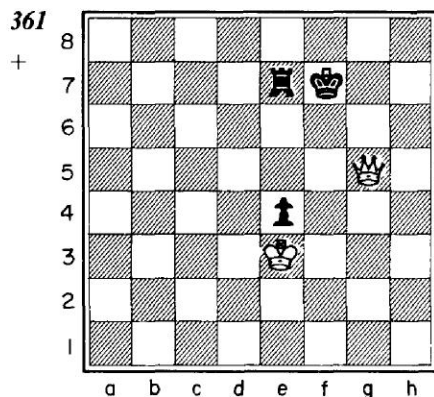
In the concluding part of the plan White gives his opponent the move, after which the rook will be forced to leave the pawn without defence.

14 Kf1! e2+ 15 Ke1, and White wins.

Let us move the queen and the black king onto the opposite wing.

Chéron, 1957

Henkin, 1962



361. The plan employed in the previous position does not work here. After 1 Qh5+ Kf6 2 Qh4+ Kf7 White has no square corresponding to a4 in the previous example, since on the short side of the board the queen's manoeuvrability is restricted.

This suggests what White should do: he must force the black king across to the other side of the rook.

1 Qf4+.

Chéron begins his solution with 1 Qg4, which makes the win more difficult after 1 ... Re6. We will return to this position when we examine the position with Black to move.

1 ... Ke8 (after 1 ... Kg7 2 Qf5! White wins as in example 360) **2 Qf5 Kd8 3 Qb5 Re6** (3 ... Re8 4 Qc6 or 3 ... Kc7 4 Qd5 leads to position 360) **4 Qb7!**

Chéron suggests a long and complicated variation: 4 Kf4 e3 5 Qd5+ Ke7 6 Kf5 Rf6+ 7 Ke5 e2 8 Qb7+ Kd8 9 Qb8+ Kd7 10 Qb5+. Here he continues 10 ... Ke7 11 Qb4+ Kf7 12 Qc4+ Ke7 13 Qc7+ Ke8 14 Kxf6. However, 10 ... Ke7 is not the best defence. Black should reply 10 ... Rc6!, after which there is only one way for White to win, and it is difficult to find: 11 Qb7+ Kd8 12 Qa8+ Kd7 13 Qa7+ Kd8 14 Qe3! Kd7 15 Kf5! Rc5+ 16 Kf6 Rc2, transposing to positions from the first group.

4 ... Ke8.

4 ... Re7 and 4 ... Re8 lead after 5 Qc6 to position 360. But how we have position 359, where White wins by **5 Kd4**.

Let us return to position 361 and consider it with Black to move: **1 ... Re6**.

1 ... Kf8 2 Qg6 or **1 ... Re8 2 Qh5+** is weaker (in both cases—360).

2 Qf5+ Ke7 3 Qh7+ Kf6.

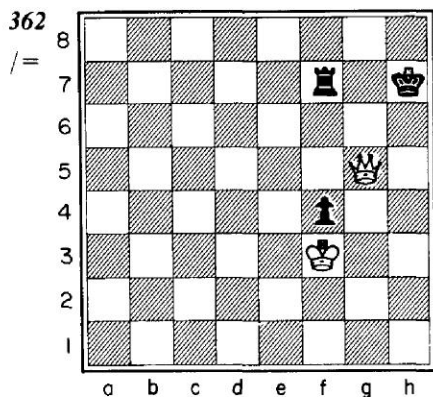
Familiar positions are reached after 3 ... Kd6 4 Qf7 Re7 (4 ... Ke5 5 Qf4+ Kd5 6 Qc7) 5 Qf8 Kd7 6 Qb8 (360), or 3 ... Kd8 (e8, f8)—359.

4 Kd4 e3 5 Kd5 Re8 (5 ... Re5+ 6 Kd6 Re6+ 7 Kd7 Re5 8 Qh6+ Kf5 9 Kd6 Re4 10 Qh5+ Kf4 11 Kd5) **6 Qh5 Re7.**

No better is 6 ... Rd8+ 7 Kc4 (but not 7 Ke4? e2!—draw), and Black loses his pawn, or 6 ... Ke7 7 Qf3 Kd7 8 Qg4+ Kc7 (8 ... Ke7 9 Qg7+ Kd8 10 Kd6) 9 Qg7+ Kb8 10 Qd7.

7 Qh4+ Kf7 8 Kd6 Re8 9 Qh5+ Kf8 10 Kd7 Re7+ 11 Kd8 Re6 12 Qf5+, and White wins.

A bishop's pawn is the only pawn on the 4th rank which ensures Black a draw in positions of the following type.



362. The draw is conditional upon the fact that the black king is on the short side of the board and, in contrast to position 361, it cannot be forced across to the opposite wing.

We will consider the defence with Black to move: **1 ... Rf8 2 Qe7+.**

A special feature of the bishop's pawn is revealed in the variation **2 Qh5+ Kg8 3 Qg6+ Kh8.** Now it would seem that it only remains for Black to be given the move—**4 Ke2 f3+ 5 Kf2,** but at this point there follows **5 ... Rf7!**, with a positional draw or stalemate.

2 ... Kg8 3 Kg4 Rf7!

The only correct reply. **3 ... f3** loses to **4 Qg5+ Kh7 5 Kh5 f2 6 Qg6+ Kh8 7 Kh6.**

4 Qd8+ Kg7 5 Qd4+ Kh7 6 Qd3+.

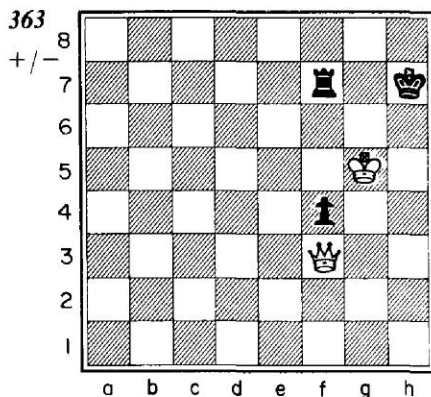
6 Kg5 is also not dangerous: **6 ... f3 7 Qh4+ (7 Qe4+ Kg7!) 7 ... Kg7 8 Qh6+ Kg8 9 Qe6 f2 10 Qe8+ Kg7** etc.

6 ... Kg7 7 Qf3 Kg6!

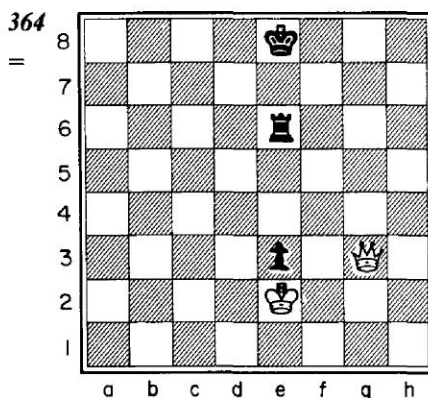
This last move, not allowing the white king to reach g5, eliminates all danger. Black could still have gone wrong with **7 ... Kh7?**, which after **8 Kg5!** leads to the following position.

363. 1 ... Kg7 2 Qc3+ Kh7 3 Qd3+ Kg7 4 Qg6+ Kh8 5 Kh6 f3 6 Qd6+ Ke8 7 Kg6 Rf8 8 Qe6+ Kd8 9 Kg7 f2 10 Qd6+.

White to move begins with an immediate **1 Qd3+ etc.**



All pawns (with the exception of rooks' pawns) which have reached the 3rd rank guarantee a draw in positions of the type under consideration.

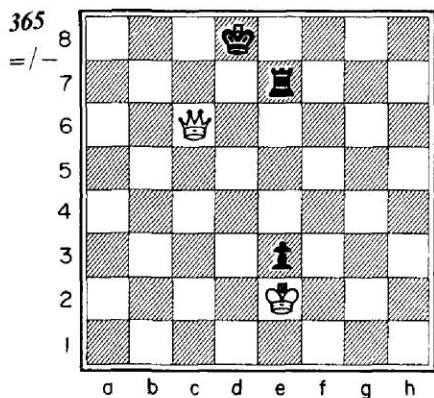


364. The threat of the pawn's advance ties the white king to the blockading square e2. Using the queen alone it is not possible to create a *zugzwang* position.

White is successful only in positions which are exceptionally unfavourable for the weaker side.

365. If he begins, White can create a *zugzwang* position only by moves of his king: **1 Kf1 e2+ 2 Ke1 Re8 3 Qd6+ Kc8.**

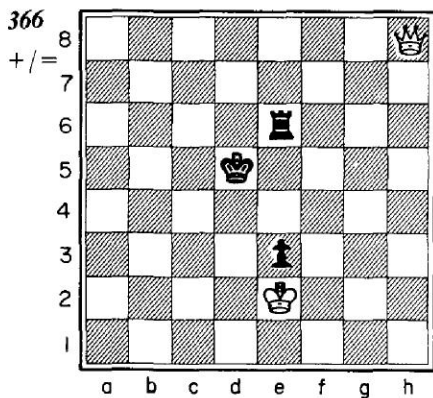
This is also a *zugzwang* position, but it is impossible to give Black the move a second



time, since the proximity of the pawn to the queening square completely restricts the white king. Therefore—draw.

But if in the initial position it is Black to move, after 1 ... Re8 2 Qd6+ Kc8 White economizes on one move transference, and after 3 Kf1 e2+ 4 Ke1 he wins.

Grigoriev, 1933/34



366. Here the black pieces are insufficiently far away from the pawn, and the king has lost contact with the rear squares. Exploiting this, by a series of manoeuvres familiar to us from our analysis of positions of the first group, White presses the enemy pieces towards the pawn, where the white king lies in wait.

1 Qb8! Kc6.

Other replies are worse: 1 ... Kc5 2 Qc7+ Kd5 3 Qd7+ and Black loses his pawn, or 1 ... Kd4 2 Qa7+ Ke4 3 Qb7+ Kf4(f5) 4 Qf7+, with the same result.

2 Qd8+ (zugzwang; Black is forced to make a step forward) 2 ... Re5 3 Qf6+ Kd5 4 Qb6 Ke4 (4 ... Re6 5 Qc7! Re5 6 Kd3 Ke6 7 Kd4) 5 Qb7+ Kf5 (5 ... Kd4 6 Qc6! Re4 7 Qd6+ Kc4 8 Qd3+) 6 Qf7+ Kg5 (6 ... Ke4 7 Qf3+ Kd4 8 Qc6) 7 Qg7+ Kf5 8 Kf3! Ke6 (8 ... e2 9 Qf7+, then 10 Qf4+ and 11 Qxe5) 9 Kf4, and Black loses his pawn.

If in the initial position it is Black to move, he gains a draw by improving the position of his king.

1 ... Kd6! 2 Qd8+ Kc6!

The position reached has already been considered, but here it is White to move. In order to continue his plan, he is forced to use up his reserve king moves.

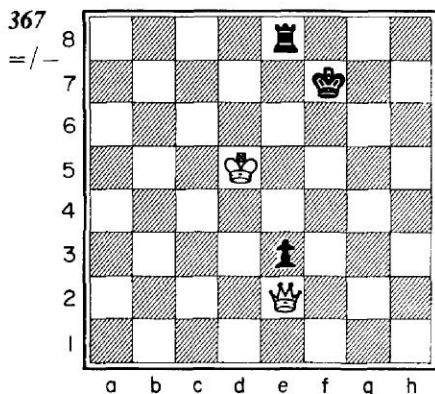
3 Kf1 e2+ 4 Ke1 Re5 5 Qf6+ Kd5 6 Qb6 Re6 7 Qc7 Re5, and White cannot achieve anything, since his king is not able to come to the aid of the queen.

Now it is clear why in the initial position 1 Qd8+ does not lead to a win.

If a central pawn on the 3rd rank is blockaded by the queen, the result will depend on the placing of the kings and on whose turn it is to move.

An interesting case of mutual zugzwang is illustrated in the following position.

Chéron, 1957



Queen against Rook

367. Any move by Black leads to a worsening of his position and to defeat:

(a) 1 ... Kf8 2 Kd6 Rd8+ (2 ... Re7 3 Qf3+ Ke8 4 Qh5+, or 2 ... Kf7 3 Qh5+ Kf8 4 Kd7 Re7+ 5 Kd8) 3 Kc7 Re8 4 Qf3+ Kg7 5 Qg4+ Kf6 6 Qf4+ Kg6 7 Kd7 e2 8 Qg3+ Kf7 9 Qf2+ and 10 Kxe8.

(b) 1 ... Kf6 2 Qh5 Re7 (2 ... Rd8+ 3 Kc4 Rc8+ 4 Kd3) 3 Qh4+ Kf7 4 Kd6 Re6+ 5 Kd7 e2 6 Qh7+ Kf8 7 Qf5+ and 8 Qxe6.

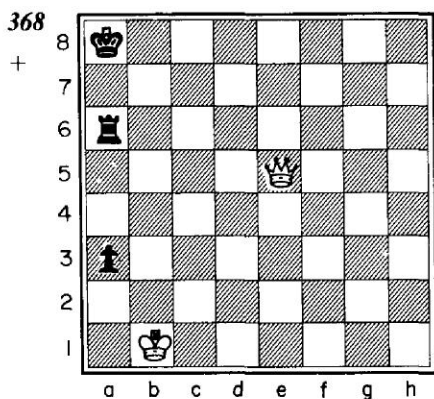
(c) 1 ... Re7 2 Qh5+ Kf8 3 Kd6 Re8 4 Kd7 Re7+ 5 Kd8 Re6 6 Qf5+.

If it is White to move, he is short of one tempo to be able to win: 1 Qh5+ Kf8 2 Kd6 e2—draw.

The attempt to give Black the move is parried by accurate defence: 1 Qh5+ Kf8 2 Qf3+ Kg7 3 Qg4+ Kf8! (not 3 ... Kf7? 4 Qe2!) 4 Qe2 Kf7!—draw. White is also unsuccessful with 1 Kc5 Re5+ 2 Kd4 Re7! 3 Kd5 Re8! etc.

We have already mentioned that a rook's pawn on the 3rd rank does not give a draw in positions of this type.

Berger, 1889



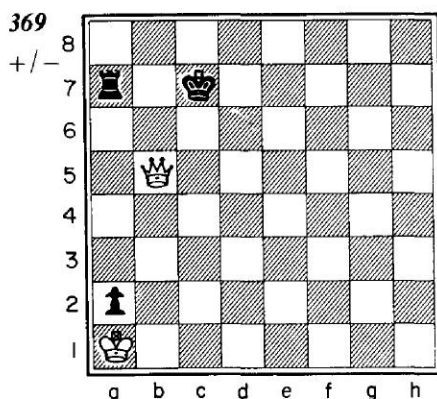
368. On the edge of the board the black king's mobility is restricted, and this naturally leads to zugzwang positions.

1 Ka1! Kb7 (1 ... a2 2 Qc7 or 1 ... Ka7 2 Qc7+ Ka8 3 Ka2) 2 Qb5+ Rb6 3 Qd7+ Ka8 4 Ka2 Ra6 5 Qc7 Rb6 6 Qc8+ and 7 Kxa3.

It is interesting that White fails to win by 1 Qc7? Rb6+! 2 Ka1 (2 Qxb6 a2+) 2 ... Rb1+ 3 Ka2 Rb2+ 4 Kxa3 Rb3+, with a draw as in position 305.

A rook's pawn blockaded by the king can prove powerless even when on the threshold of queening.

Chéron, 1957



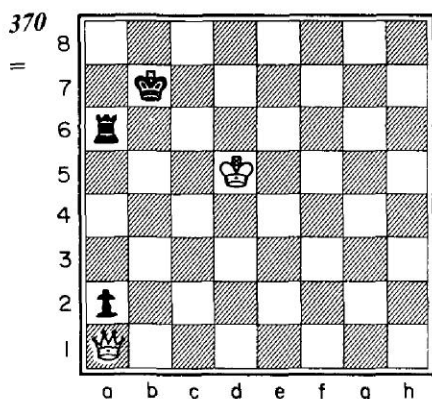
369. With Black to move: 1 ... Ra8 2 Qc5+ Kb7 3 Qd5+ Kb8 4 Qc6! Ra7 5 Qb6+ Ka8 6 Qb5 (zugzwang) 6 ... Rb7 7 Qe8+ Rb8 8 Qc6+ and 9 Kxa2.

With White to move: 1 Qc4+ Kb6 2 Qd4+ Kb7 3 Qc5! Ra6 4 Qb5+ Ka7 5 Qb4 Ka8 6 Qb3 Ra5 (6 ... Ka7 or 6 ... Ra7—7 Qb5) 7 Qb6 Ra7 8 Qb5 etc.

If a rook's pawn is blockaded by the queen, the game normally ends in a draw.

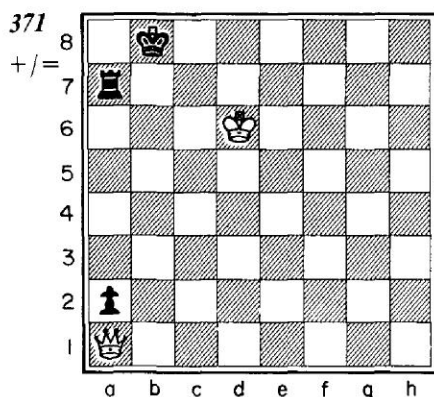
370. White cannot replace the blockading queen with his king, which would lead to the won position 369. As soon as the king reaches b2, Black checks with his rook on the b-file, and the pawn is immune due to the loss of the queen. There is no other way to win. The queen can leave the blockading square only with a threat of mate, but such a situation cannot be created. Black plays his king between a7 and b7 and keeps his rook at a6, driving the white king away with checks whenever it attempts to approach.

Henkin, 1962



Shifting the black pieces and the white king one, two or three ranks down the board does not change the assessment. But if the pieces are moved one rank up the board this worsens the position of the black king, and the result will depend on who it is to move.

Henkin, 1962



371. If it is White to move, he wins by creating a mating net: **1 Qh8 + Kb7 2 Qg7 + Kb8**.

Not **2 ... Kb6** due to **3 Qb2 +**; this same move also follows on **2 ... Ka6**. Subsequently

too this motif restricts Black's possibilities.

3 Qg8 + Kb7 4 Qf7 + Kb8 5 Qe8 + Kb7 6 Qc6 + Kb8 7 Qb6 + Ka8 (**7 ... Rb7 8 Qd8 + Ka7 9 Qa5 +**) **8 Kc6 Rh7 9 Qa6 + Kb8 10 Qxa2**.

If it is Black to move, he draws by breaking up the mating net: **1 ... Ra6 +!**

All other moves lose:

(a) **1 ... Ra5 2 Qb2 + Ka8** (**2 ... Kc8 3 Qc3 +**) **3 Kc6 Ra6 + 4 Kc7**.

(b) **1 ... Ra4 2 Qb2 + Ka7 3 Qf2 +!** (not **3 Kc6? Rc4 + 4 Kb5** due to **4 ... Rc2!** with a draw: **5 Qg7 + Kb8 6 Kb6 Kc8 7 Qg6 Kd7**, or **5 Qd4 + Kb7 6 Qe4 + Kb8 7 Kb6 Rb2 +**) **3 ... Kb7 4 Qf3 + Ka7 5 Qe3 + Ka6** (**5 ... Ka8 6 Qe8 +** or **5 ... Kb7 6 Qb3 +**) **6 Qd3 + Ka7** (**6 ... Kb6 7 Qb3 + Ka5 8 Kc5**) **7 Kc6! Ra6 +** (**7 ... a1 = Q 8 Qd7 +** or **7 ... Rc4 + 8 Qxc4 a1 = Q 9 Qf7 +**) **8 Kc7 a1 = Q 9 Qe3 + Ka8 10 Qe8 + Ka7 11 Qb8** mate (Chéron, 1968).

2 Kd7 (**2 Kc5 Kb7—370**) **2 ... Ra7 + 3 Kd8**.

After **3 Kc6** Black does not play **3 ... Ra6 +?** **4 Kb5 Ra7** (**4 ... Kb7 5 Qg7 +**) **5 Qe5 + Kc8 6 Qe8 + Kc7 7 Qe7 + Kb8 8 Qd8 + Kb7 9 Qb6 + Ka8 10 Kc6**, and wins, but **3 ... Rc7 + 4 Kd6 Rc2!** with a draw (338).

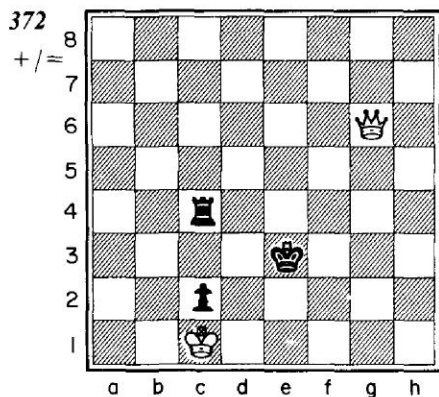
3 ... Kb7! with a draw, since White is unable to drive the black king to a8: **4 Qg7 + Kb6 5 Qd4 + Kb7 6 Qb4 + Kc6 7 Qc4 + Kb6!** (but not **7 ... Kb7? 8 Qb5 + Ka8 9 Kc8**) **8 Qb3 + Kc6** etc.

All other pawns on the penultimate rank, blockaded by king or queen, give a draw with correct defence. Correct defence consists in not allowing the stronger side to destroy the coordination of the pieces, and also in not approaching the pawn with king or rook.

372. White to move creates a zugzwang position: **1 Qf6! Ke4 2 Qd6 Rc3 3 Qb4 + Kd3 4 Qf4 + Rc4 5 Qe5 Rc3 6 Qd5 +** and **7 Qd2 +**.

If Black begins, he improves the position of his king: **1 ... Kd4! 2 Qd6 + Ke4** and gains a draw, since White is unable to give him the move.

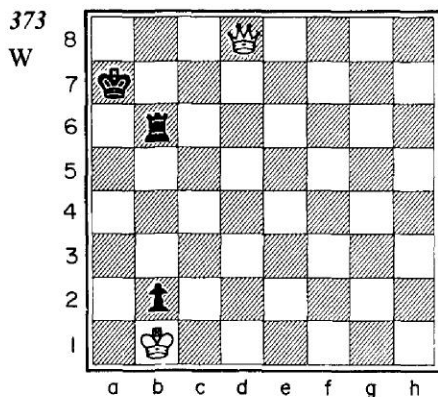
Prokop, 1925



We will give another particular instance with a knight's pawn.

Jaszuk-Gniet
Szczecin, 1949

(with reversed colours and flanks)



373. White played **1 Qc7+**, when Black could have draw by **1 ... Rb7** or **1 ... Ka8**. But there followed **1 ... Ka6?**, after which the black pieces were drawn to the pawn as if to a magnet.

2 Qe7!

The position reached is similar to example 332, but as though rotated through 90° . It has a similar solution. Now, for example, **2 ... Rb7(b8)** or **2 ... Ka5** is not possible due to **3 Qa3+**, winning the pawn. All ways of retreat

are cut off, so Black is forced to advance.

2 ... Rb3.

2 ... Rb5 leads to the game continuation after **3 Qe2! Kb6** (**3 ... Ka5 4 Qe6!**) **4 Qc4 Ka6 5 Qc6+ Ka5** (**5 ... Rb6 6 Qa8+**) **6 Qe6**, and then cf. Black's 9th move.

3 Qe4 Kb5 4 Qd5+ Kb4 5 Qc6 Ka5 6 Qc5+ Ka6 7 Qc4+ Rb5 8 Qc6+ Ka5 9 Qe6! Rb4 10 Qe1 Kb5 (**10 ... Ka4 11 Qe5 Rb5 12 Qc3 Rb4 13 Qc5** etc.) **11 Qc3 Ka4 12 Qc5 Rb3 13 Qc4+ Ka3 14 Qd4! Rb4 15 Qa7+ Kb3** (**15 ... Ra4 16 Qe3+**) **16 Qa2+ Kc3 17 Qd5!**, and Black resigned, since he loses his rook (**17 ... Rb3 18 Qc5+** and **19 Qc2+**) or his pawn (**17 ... Ra4 18 Qf3+**).

3.23 The king supports the pawn

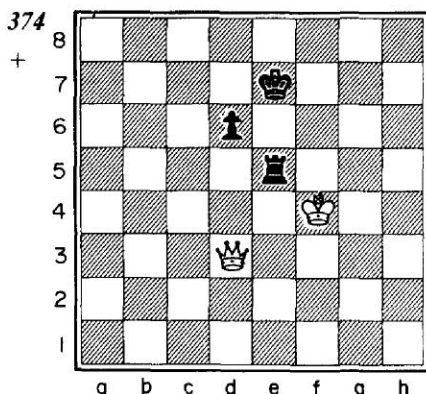
Positions of this group are the most difficult. They occur in practice more often than the others, and began to be studied back in the 18th century. Over the years the assessments of certain positions have changed several times, and it would seem that even today the last word has not yet been said.

The result and the method of play depend on many factors, in particular on which pawn it is that the queen is fighting against, and on how far advanced it is.

We will begin with:

3.231 Central pawn

Philidor, 1777



374. We recommend that the reader should carefully familiarize himself with the analysis of this classic position. Its solution is the key to an understanding of all examples of the third group.

To win White must capture the pawn, which can be done only with the help of the king, and at present it is cut off along the 5th rank and the e-file. Therefore the rook must be forced to move from its favourable position. This is not easily achieved, since the rook has two safe strong points at its disposal—e5 and c5. What comes to White's aid is *zugzwang*—the usual accompaniment in the struggle between queen and rook.

The immediate aim is to drive the black king out of its shelter and force it to occupy the square in front of the pawn (d5).

In this case the king will be restricted in mobility, the rook will be deprived of one of its strong points, and the number of squares available to the queen for manoeuvres in the enemy rear will be increased.

1 Qh7+ Kd8.

1 ... Kf8 2 Qd7 or 1 ... Ke8 2 Qc7 is bad for Black, while White's task is simplified by 1 ... Ke6 2 Qc7 Rc5 3 Qd8 Re5 4 Qe8+ Kd5 (4 ... Kf6? loses quickly to 5 Qd7 Rd5 6 Ke4 Re5+ 7 Kd4 Re6 8 Kd5, or 5 ... Re6 6 Qc6 Ke7 7 Qc7+ Kf6 8 Qd7!, or in this last variation 6 ... Kf7 7 Qb7+ Kg6 8 Qc7 Kf6 9 Qd7!) 5 Qc8 (375).

2 Qf7!

The point of this and the following queen manoeuvre is to obtain the possibility of attacking the pawn from one of the squares e6 or c6. Thus after 2 ... Rc5 3 Qe6 Kc7 4 Qe7+ Kc6 5 Qd8 Re5 6 Qc8+ Kd5 position 375, for which White is aiming, is again reached. 2 ... Re7? is totally bad: 3 Qf8+ Kd7 4 Kf5, and the white king breaks across the 5th rank.

2 ... Kc8 3 Qa7 Kd8.

Of course, not 3 ... Rc5? 4 Qe7. But now the queen reaches c6 and seizes the rear squares.

4 Qb8+ Kd7 5 Qb7+ Kd8 6 Qc6! Ke7 7

Qc7+ Ke6 8 Qd8 Kd5 (8 ... Rf5+ 9 Kg4 Re5 10 Qe8+ Kd5 11 Qc8 comes to the same thing) **9 Qc8!**

White also wins by 9 Qd7 (Chéron, 1950). If now 9 ... Kc5 10 Qb7!, and Black is in *zugzwang*, e.g. 10 ... Kd4 (other moves are worse: if the rook moves to e1, e6, e8 or h5 there follows 11 Qc7+ winning the rook or the pawn, and the result is the same after 10 ... Re2 11 Qa7+ Kd5 12 Qa8+ Kc5 13 Qa5+ Kd4 14 Qb4+) 11 Qc6 Rd5, and now, following Salvioli, 12 Kf3! Ke5 (after 12 ... Rf5+ 13 Kg4 Rd5 14 Kf4 the pawn is lost) 13 Ke3 Rc5 (13 ... Rd1? 14 Qc3+ or 13 ... Ke6? 14 Qc4 Ke5 15 Qe4+) 14 Qe8+ Kf6 (14 ... Kf5 15 Qf7+ Ke5 16 Qe7+ Kd5 17 Qe4 mate) 15 Qd7 Rd5 16 Ke4 Rd1 17 Qg4 with a quick win.

After 9 Qd7 a more tenacious defence is 9 ... Re4+ 10 Kf5 Re5+ 11 Kf6 Re4 (here too 11 ... Kc5 is met by 12 Qb7!) 12 Qb5+ Kd4, and now not 13 Qc6 as recommended by Chéron (13 ... d5 14 Qb5 Re3 15 Qb4+ Kd3 16 Qc5 d4 17 Kf5, and then as in position 379), but 13 Qb4+ Kd5 14 Qd2+ Kc5 15 Qc3+ Kd5 16 Qd3+, transposing into position 377 (cf. White's 15th move).

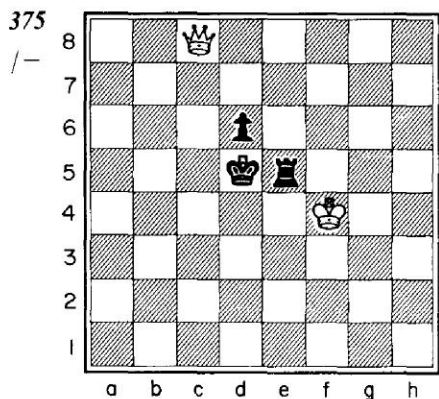
The reader has already met, and will continue to meet, positions with more than one solution. But here and subsequently preference will be given to the solution which is based on the more general method of play. Thus the solution suggested by Chéron, although correct, works only for the case of the central pawn, whereas the classic method can be applied to all pawns.

We will give the position arising after 9 Qc8! in a diagram.

375. *The first zugzwang position* (if it is White to play, he gives Black the move by 1 Qa8+ Ke6 2 Qe8+ Kd5 3 Qc8). Black is forced to allow the enemy king across the 5th rank, since 9 ... Rh5 loses immediately to 10 Qa8+ Kd4 11 Qa4+ etc., while after 9 ... Kd4 White continues, following Salvioli, 10 Qc6 (cf. the previous note).

9 ... Re4+.

Philidor, 1777



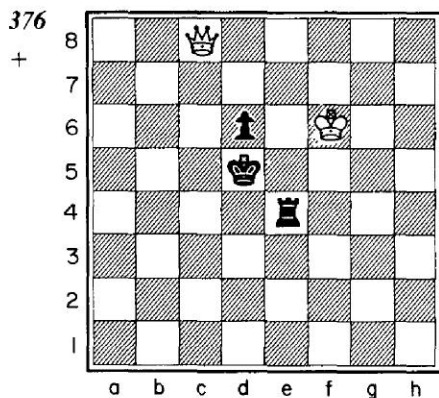
Chéron thought that by 9 ... Re7 10 Kf5 Rf7+ 11 Kg6 Rf4 Black could make White's task considerably more difficult. But by playing 10 Qg8+ (instead of 10 Kf5) and only then 11 Kf5, White prevents the driving away of his king.

10 Kf5 Re5+ 11 Kf6 Re4 (376).

The rook cannot move away from the king, since in that case Black suffers losses: 11 ... Re1 12 Qa8+ Kd4 13 Qa4+, or 11 ... Re2 12 Qa8+ Kc5 13 Qa5+ Kd4 14 Qb4+ etc.

Philidor, 1777

Guretzky-Cornitz, 1864



376. White has carried out the first part of his plan, and his king has crossed the 5th rank. Now—the e-file.

Philidor gives the following solution:

12 Qf5+ Re5 13 Qd3+ Kc5 14 Qd2! Kc6 (14 ... Re8 15 Qa5+, or 14 ... Re4 15 Qc3+ Kd5 16 Qd3+ Rd4 17 Qb5+ Ke4 18 Ke6) 15 Qd4 Kd7 16 Qc4 Rc5.

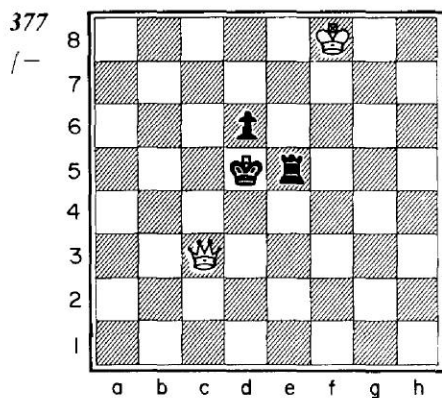
16 ... Kd8 is bad due to 17 Qc6, while 16 ... Re7(e3) loses the rook after 17 Qa4+ Kd8 18 Qa8+. If 16 ... Re8, then 17 Qa4+ Kd8 18 Qb5, or 16 ... Ra5 17 Qb4! Rc5 18 Qb7+ Rc7 19 Qb5+ Rc6 20 Kf7 Kc7 21 Ke6 etc.

17 Qf7+ Rc5 18 Ke7 Re5+ 19 Kd8 Rc5 20 Qd7+ Kd5 21 Ke7 Rc6 22 Qf5+ Kc4 23 Kd7 Rc5 24 Qe4+ and 25 Kxd6.

The drawback to this solution lies in its complexity and the rather chaotic movements of the pieces. In the systematic sense the alternative method suggested by Guretzky-Cornitz is simpler and clearer.

12 Qc3! Re6+ (12 ... Re5 13 Kf7!—zugzwang) **13 Kf7 Re5 14 Kf8!** (377).

Guretzky-Cornitz, 1864



377. The second zugzwang position (White to move plays 1 Kf7). Black is forced to allow the king across the e-file.

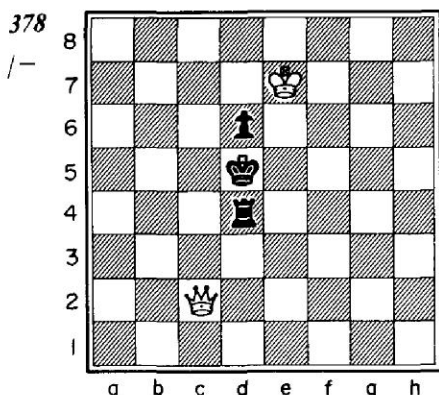
14 ... Re4 (14 ... Ke4 15 Qc4+ Kf5 16 Qd3+ Ke6 17 Ke8, or 14 ... Re6 15 Qb3+ Ke5 16 Kf7 Rf6+ 17 Ke7) **15 Qd3+ Rd4.**

15 ... Ke5 16 Ke7 d5 17 Qg3+ is no better: 17 ... Kd4+ 18 Kd6 Kc4 18 Qg2 Rd4 20 Qc2+, or 17 ... Kf5+ 18 Kd6 d4 19 Qd3

Kf4 20 Kd5, or 17 ... Rf4 18 Qe3+ Re4 19 Qg5+ Kd4+ 20 Kd6.

16 Qf5+ Kc4 17 Qc2+ Kd5 18 Ke7.

Guretzky-Cornitz, 1864



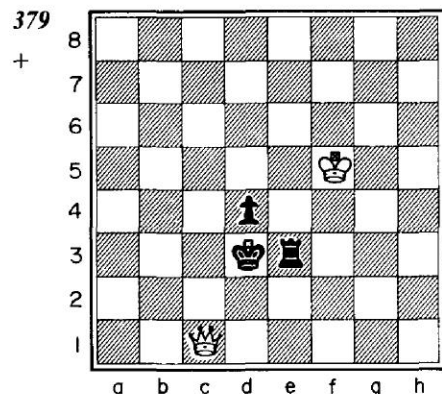
378. White has required 18 moves to break through with his king to the pawn. The rest is obvious.

18 ... Ke5 19 Kd7 Rd5 20 Qe2+ Kf4 21 Kc6 Rd4 22 Kb5 Kf5 23 Qe3 Re4 24 Qd3 Ke5 25 Kc6 Rd4 26 Qe3+ Re4 27 Qg5+ Ke6 28 Qg6+ Ke5 29 Qxd6+.

Against a central pawn on the 5th rank the winning method is as in positions 374–378.

Against a central pawn on the 4th rank the stronger side again wins, but the method differs somewhat from the previous one.

Guretzky-Cornitz, 1864
Chéron, 1949



379. This position is similar to position 377. But here 1 Kf6 does not succeed, since Black exploits the proximity of his pawn to the queening square by 1 ... Ke2!, and gains a draw after 2 Qc2+ Ke1 3 Qc5 Rf3+ 4 Ke5 d3!.

But if it is Black to move, he is not saved by 1 ... Ke2 2 Qc2+ Ke1 in view of 3 Kf4! Re2 4 Qc1+ Kf2 5 Qd1. He also loses after 1 ... Re8 2 Qa3+ Ke2 (2 ... Kd2 3 Qb4+) 3 Qa4 Rf8+ (3 ... Rd8 4 Qa5 Rf8+ 5 Ke4 d3 6 Qh5+ Kd2 7 Qh6+) 4 Ke4 d3 (4 ... Rd8 5 Qa5 Rd6 6 Qc7) 5 Qb5 Rd8 6 Qh5+ Kf1 7 Ke3 etc. (Chéron).

This analysis was the reason for position 379 being incorrectly evaluated by many theorists, who, like Guretzky-Cornitz, erroneously thought that a win was possible only with Black to move. This evaluation was refuted by Chéron, and simultaneously it was shaken in practice.

1 Qc5!

The draw in the 1 Kf6? variation depended upon the fact that the white king moved one step further away from the pawn. But now it remains in the immediate vicinity, and is ready at any moment to join the battle.

1 ... Re2 (1 ... Re1 2 Qb5+ Ke3 3 Qe5+, or 2 ... Kd2 3 Qb4+) 2 Qa3+ Kd2 (after 2 ... Kc2 3 Qa2+ Kd3 4 Qb3+ Kd2 the main variation is joined) 3 Kf4 Kc2.

3 ... Re3 4 Qb2+ Kd3 5 Qb3+ Kd2 (5 ... Ke2 6 Qc2+ Ke1 7 Qc4 Rh3 8 Kg4) 6 Qc4 Rd3 7 Ke4 leads to the loss of the pawn. On 3 ... Re1 or 3 ... Re8 there follows 4 Qb4+.

4 Qa2+ Kd3 5 Qb3+ Kd2 6 Qc4! d3 (380).

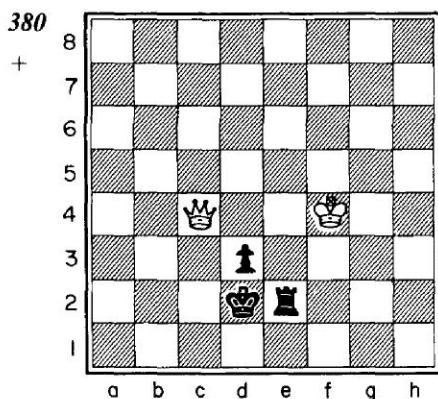
All the preceding manoeuvres were aimed at forcing the advance of the pawn.

380. This position, which for more than 80 years was considered drawn, was reached (with colours and flanks reversed) in the game *Averbakh-Simagin* (Tula, 1950). Fortunately, Averbakh did not even have any suspicion of the evaluation, but aimed for the diagram position and won easily.

7 Qd4!

Guretzky-Cornitz considered only 7 Qc5

Guretzky-Cornitz, 1864
Chéron, 1949



Kd1 8 Qc3 d2 9 Qf3 Kc1! 10 Qc3+ Kb1 11 Qb3+ Kc1 12 Qc4+ Kd1 13 Kf3 Re7 14 Kf2 Re8 15 Qa4+ Kc1 16 Qc6+ Kb2 with a draw. Instead of 7 Qd4, White can also win by 7 Qb4+ Kc2 8 Kf3 etc. (Lisitsin).

7 ... Kc2.

If 7 ... Re8, then 8 Qb2+ Kd1 (8 ... Kc1 9 Qb5! Rd8 10 Ke3 Kf1 11 Qf5+) 9 Qb5! Rd8 10 Ke3 Kc1(c2) 11 Qc5+ Kd1 12 Qb6, and White wins (Chéron).

8 Kf3 Re1 9 Qc4+ Kd2 10 Qb4+ Kd1 11 Qb2! Re2 12 Qc3 Rd2 13 Qc4! (of course, not 13 Ke3 Re2+ 14 Kxd3?? Re3+—draw) **13 ... Re2** (after 13 ... Kc1 14 Qb4! Black is mated) **14 Qxd3+**, and White won.

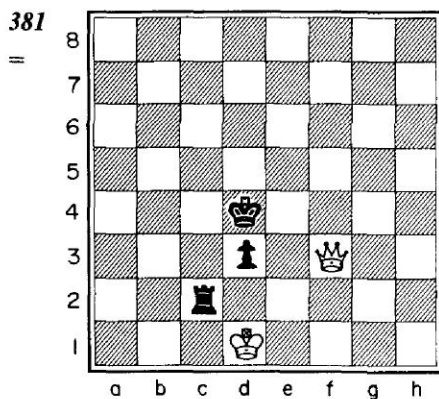
Thus, against a pawn on the 3rd rank the stronger side acquires additional attacking resources in the form of mating threats. But if the white king is cut off on the 1st rank by the rook, Black gains a draw thanks to the proximity of his pawn to the queening square.

381. Contrary to the assertion of the original authors, Black does not lose but gains a draw.

1 Qf4+ Kd5 2 Qe3 Kc4 3 Qe4+ Kc3 4 Qd5 Rd2+ 5 Ke1 (5 Kc1 Rc2+ 6 Kb1 Rb2+ 7 Ka1 d2!—draw) **5 ... Re2+ 6 Kf1 Rc2 7 Qc5+.**

White has made all the necessary moves and now, in analogy with previous examples, he expects 7 ... Kd2. But it is this very

Horwitz & Kling, 1851
Chéron, 1950



continuation, which before Chéron was considered by all the analysts, that leads to defeat: 8 Qd4, and now:

(a) 8 ... Rc8 9 Qf4+ Kc2 10 Kf2 d2 11 Qf5+ Kb3 12 Ke2 Rc2 13 Qd3+ Kb2 14 Kd1.

(b) 8 ... Rc3 9 Kf2 Rc1 10 Qf4+ Kc2 11 Qc4+ Kd2 12 Qd4! Rc3 13 Kf3 Rc1 14 Qf4+ Kc2 15 Qc4+ Kd2 16 Qb4+ Rc3 (16 ... Kd1 or 16 ... Kc2—17 Ke3) 17 Ke4 Kc2 18 Kd4 Rb3 19 Qc4+ Kb2 20 Ke3.

7 ... Kb3!

This unexpected move, found by Chéron, forces a draw.

8 Qd4 Rc1+ 9 Kf2 d2!! 10 Qd3+ Kb2!, and after **11 Qxd2+ Rc2** only the kings remain.

We will now show one of the rare positions where a rook and pawn win against a queen.

382. The immediate queening of the pawn—1 ... d1=Q—leads to stalemate: 2 Qd5+ Kc2 3 Qa2+ Kc3 (3 ... Kc1 4 Qb2+!) 4 Qc4+ Kd2 5 Qc3+!

The correct move is **1 ... Re3!** when, in destroying the stalemate construction Black at the same time ensures the advance of his pawn.

3.232 Rook's pawn

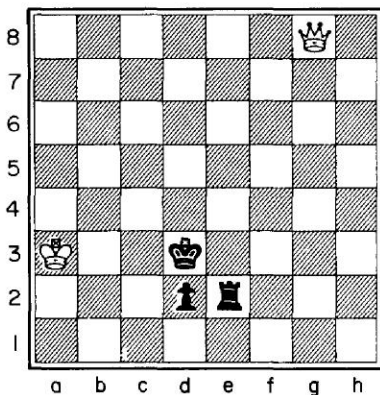
In contrast to central pawns, a rook's pawn

Queen against Rook and Pawn

Prokes, 1950

382

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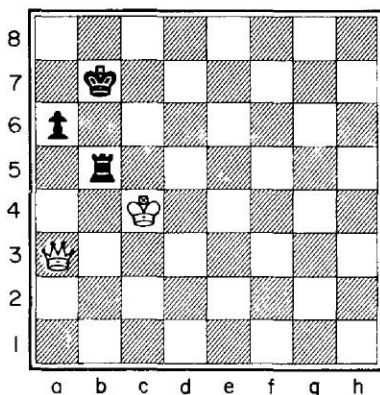


on the 6th rank provides a secure defence in positions of the following type.

Guretzky-Cornitz, 1864

383

=



383. Here the draw is conditional upon the fact that the queen can attack the pawn from one side only. The rear squares a7, a8, b7 and b8 are inaccessible to the white pieces, and it is not possible to drive out the black king from its shelter. For a successful defence Black should not allow the enemy king onto the a-file or allow it to become established at c8.

1 Qe7+ Kb8 2 Qe8+ Kb7 3 Qd8 Ka7 4 Qc8 Rb7!

Although this move allows the white king

to cross the 5th rank, it does not lose. On the other hand, the attempt to maintain the rook at b5 allows the opponent to gain control of the rear squares and to destroy the fortress: 4 ... Kb6? 5 Qb8+ Kc6 (5 ... Ka5 6 Qd8+ Ka4 7 Qd2 Ka3 8 Qd6+) 6 Qa7 Rb6 (6 ... Ra5 7 Kb4 Rb5+ 8 Ka4 Rb6 9 Ka5) 7 Kd4 Kb5 (7 ... Rb4+ 8 Kc3 Rb6 9 Kc4) 8 Qd7+ Kb4 9 Qc7 Rh6 10 Qe7+ Ka4 11 Qe8+ Ka5 12 Kc5, and White wins.

5 Qc5+.

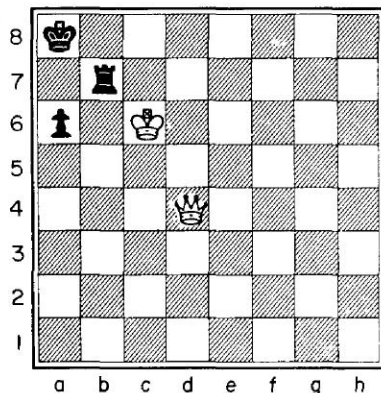
If immediately 5 Kc5, then 5 ... Rb5+ 6 Kc6 Rb6+ 7 Kc7 Rb5 8 Qg4(d8) Rb7+ 9 Kc6 Rb6+ and the king is forced back.

5 ... Ka8 6 Qd6 Ka7 7 Qd4+ Ka8 8 Kc5 Ka7 9 Kc6+ Ka8 (384).

Guretzky-Cornitz, 1864

384

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384. A basic drawn position. White cannot pierce the defence.

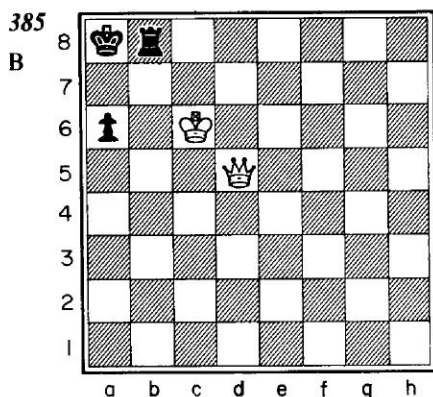
10 Qd8+ Rb8 11 Qa5 Ka7 12 Qc7+ Ka8 13 Qf4.

Watch out! White is threatening a new breakthrough with his king. Thus if Black carelessly plays 13 ... Rb5?, after 14 Kc7! he loses: 14 ... Ka7 (14 ... Rb7+ 15 Kc8 Rb5 16 Qc7 comes to the same thing) 15 Qd6 Rb8 16 Qc5+ Ka8 17 Qc6+ Ka7 18 Qd6! Rb7+ 19 Kc8 Rb5 20 Qd7+ Ka8 21 Qc7, and Black loses his rook (21 ... Rb1 22 Qc6+ Ka7 23 Qc5+ Ka8 24 Qd5+ Ka7 25 Qd4+ Ka8 26 Qe4+).

13 ... Rb7!

Black is on the alert. We again have position 384.

Penrose-Hartston
England, 1971
(with flanks reversed)



385. The correct move is $1 \dots Rb7!$, erecting an insurmountable barrier in the path of the enemy king. But there followed $1 \dots Ka7?$, which created a breach in the fortress: $2 Kc7 Rb5$ $3 Qc6 Rb8$ $4 Qd6 Rb5$ ($4 \dots Rb7+$ $5 Kc8 Rb5$ $6 Qd7+$ $Ka8$ $7 Qc7$ has been analysed in previous notes) $5 Kc8 a5$ $6 Qc7+$ $Ka6$ $7 Qc6+$ $Rb6$ $8 Qc4+$ $Ka7$ $9 Qd5$ $Ka6$ $10 Kc7 a4$ $11 Qd4$ Resigns.

In this example Black lost in a drawn position due to his lack of knowledge. But in practice it often happens that the weaker side is unable to complete the drawing set-up, due to the poor placing of his pieces.

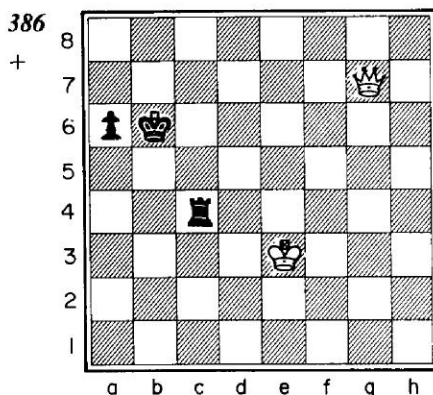
386. $1 Qg8!$ (by attacking the rook, the queen seizes the rear squares) $1 \dots Rc7$ $2 Qa8!$ $Ra7$ $3 Qd8+$ $Rc7$ $4 Kd4$ (the constraint on the enemy pieces allows White to bring up his king before Black has time to regroup in accordance with position 383) $4 \dots Kb7$ $5 Kd5$ $Rc8$ $6 Qd7+$ $Rc7$ $7 Qd6!$ $Rc8$.

$7 \dots Rh7$ does not help: $8 Qb4+$ $Ka7$ $9 Qd4+$ $Kb7$ $10 Qb2+$ $Ka7$ ($10 \dots Ka8$ $11 Qb6$) $11 Kc6$ $Rh6+$ $12 Kc7$ $Rh7+$ $13 Kc8$.

$8 Qb4+$ $Ka7$ $9 Kd6$ $Rb8$.

Rubinstein-Reti
Stockholm, 1919

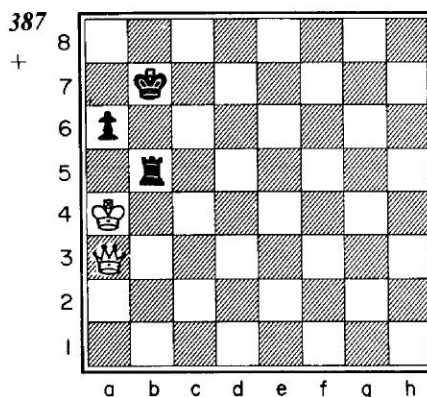
(with reversed colours and flanks)



The rook has at last reached the b-file, and it only remains for Black to make one move— $10 \dots Rb7$, but it is too late: the white king breaks through to c8!

$10 Qc5+$ $Ka8$ $11 Qc6+$ $Ka7$ $12 Kc7$ $Rb5$ $13 Qd6!$ $Rb8$ $14 Qc5+$ $Ka8$ $15 Qc6+$ $Ka7$ $16 Qd6!$ (Rubinstein plays the ending impeccably) $16 \dots Rb7+$ $17 Kc8$ $Rb5$ $18 Qc7+$ $Ka8$ $19 Qc6+$ $Ka7$ $20 Qd6!$ (giving the opponent the move for the last time) Black resigns.

Henkin, 1962



387. This position differs from example 383 only in the position of the white king. The

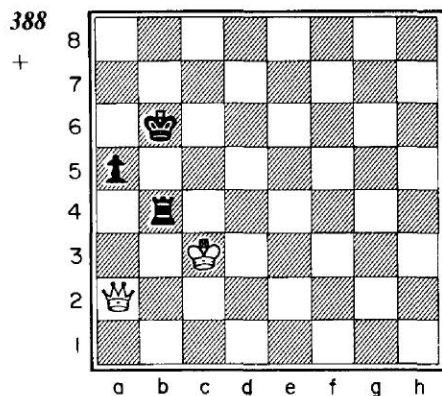
Queen against Rook and Pawn

evaluation changes, due to the fact that the king can break through to the pawn along the a-file.

1 Qe7+ Kb8 2 Qd7 Ka8 (2 ... Rb7 3 Qd8+ Ka7 4 Qd4+ Kb8 5 Ka5) **3 Qc7!** (but not 3 Qc6+ Ka7 4 Qc8? Ra5+! 5 Kb4 Rb5+ 6 Kc4 Rb7—draw) **3 ... Rb1** (any move by the rook along the 5th rank leads to its loss, while 3 ... Rb7 is considered in the note to Black's 2nd move) **4 Qc6+** (not immediately 4 Ka5? Ra1+ 5 Kb6 Rb1+ 6 Kxa6 Rb6+, with a draw as in position 305) **4 ... Ka7 5 Qc5+ Kb7 6 Qd5+ Ka7 7 Qd4+ Ka8 8 Ka5**, and White wins.

Against a rook's pawn on the 5th rank the queen gains the opportunity to attack from the rear squares, which becomes a decisive factor.

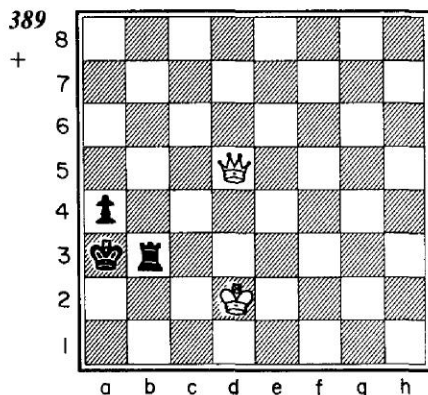
Guretzky-Cornitz, 1864



388. 1 Qd5 Ka6 2 Qc6+ Ka7 (2 ... Rb6 3 Qa8+ Kb5 4 Kb3 Ra6 5 Qd5+ Kb6 6 Ka4 etc.) **3 Kd3!** (*zugzwang*: Black is forced to allow the enemy king across the 5th rank) **3 ... Rb6 4 Qc7+ Ka6 5 Qc8+ Ka7 6 Kc4 Rb7 7 Qd8 Ka6 8 Kc5**, and White wins.

With a rook's pawn on the 4th rank the evaluation does not change. We will consider an example where the black king is in front of the pawn.

Guretzky-Cornitz, 1864



389. To win White must place his king at c2 and his queen at d4, when Black to move will be in *zugzwang*.

1 Qd4 Rb2+ 2 Kc1 Rb5 3 Kc2 Rb3 4 Qd6+ Ka2 5 Qd5 Ka3 6 Qd4!

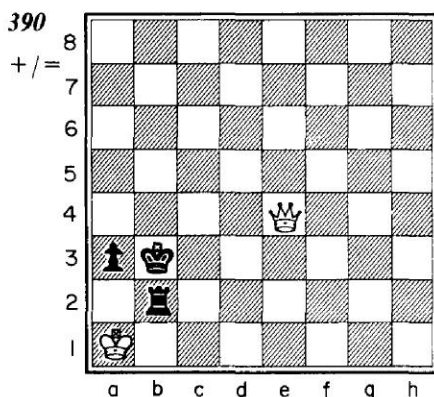
The goal is achieved. Black loses either his pawn or his rook, or is mated (6 ... Rb5 7 Qa1+ Kb4 8 Qc3 mate).

With a rook's pawn on the 3rd rank the result depends on the placing of the black king.

Halik-Kosanski

Yugoslavia, 1971

(with colours reversed)



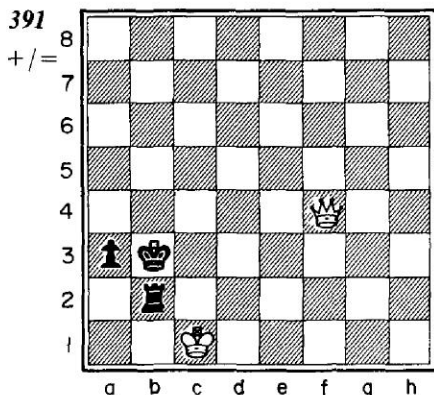
390. 1 Qb7+ Kc3 2 Qa6 Kb4 (2 ... Kb3 3 Qb5+ Kc3 4 Qa4) **3 Qd3! Ka4 4 Qc3!** (*zugzwang*: Black must move his rook, freeing the

Queen against Rook

white king) 4 ... Rb4 5 Qc6+ Kb3 6 Qc1! Ka4 7 Qd1+ Kb5 8 Ka2 Ra4 9 Qb3+ Rb4 10 Qd5+ Kb6 11 Kxa3 Resigns.

If it is Black to move, after 1 ... Ra2+ 2 Kb1 Rb2+ 3 Kc1 Ka2! he transposes into the drawn position 392.

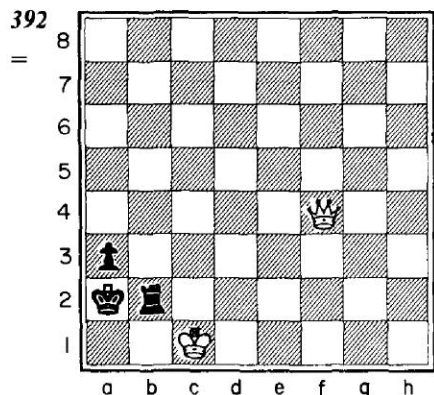
Henkin, 1962



391. 1 Qf7+! (all other moves allow a draw after 1 ... Ka2!—392) 1 ... Kb4 2 Qd5 Kc3 3 Qf3+ Kb4 4 Qd3 Ka4 (4 ... Rb3 5 Qd4+ Kb5 6 Kc2 Rb2+ 7 Kc3 Ka5 8 Qa7+) 5 Qc3 Rb4 6 Qc6+ Rb5 7 Kc2 Ka5 8 Qa8+ Kb4 9 Kb1 Ra5 10 Qe4+ Kb3 11 Qe6+ Kb4 12 Ka2, and White wins (368).

If it is Black to move he plays 1 ... Ka2! (392).

Guretzky-Cornitz, 1864



392. The analogous position 389 was lost for Black, but here a1 is inaccessible to White's queen, and he is unable to force the black king to leave its shelter.

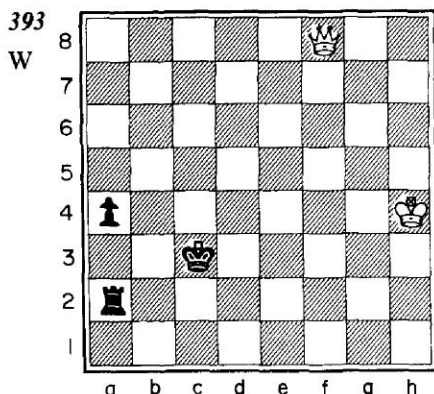
1 Qf3 Rb4 2 Qd5+ Ka1 3 Qa5 Rb1+ 4 Kc2 Rb2+ 5 Kc3 Ka2 (but not 5 ... a2? 6 Qe5!) 6 Qc5 Rb1. Draw.

The battle of queen against rook and rook's pawn is well illustrated by the following example.

Denisov-Gurvich

Correspondence, 1967/68

(with flanks reversed)



393. The game was adjourned in this position, and adjudicated a win for White. Gurvich appealed against the adjudication committee's decision, indicating that Black could reach the drawn position 392. It is true that, to obtain it, several tempi are required, but Black's task is facilitated by the remote position of the white king.

As the main variation Gurvich considers 1 Qc5+ Kb3 2 Qd5+ Kb2 3 Kg4 a3 4 Kf3 Ra1 5 Qd4+ Ka2 6 Kc2 Rb1, with a theoretical draw.

White also has no win after 1 Qc5+ Kb3 2 Qb5+ Kc2 3 Qc4+ Kb2 4 Qb4+ Ka1! 5 Kg3 a3 6 Kf3 Rf2+ 7 Ke3 Rf3+! 8 Kxf3 a2.

For a win White is short of one tempo.

Queen against Rook and Pawn

Were his king at e2 or e3, he would win by 9 Qc3+ Kb1 10 Kd2.

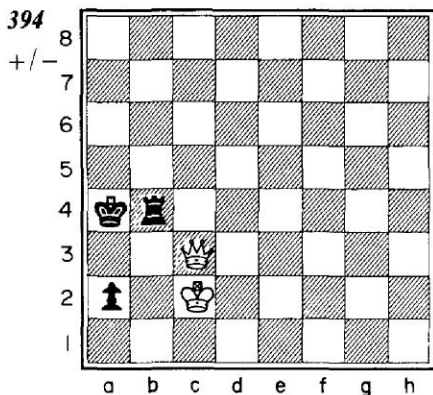
The question arises: in the initial position can't White save this tempo? It turns out that he can, if he immediately starts bringing up his king.

So, let us play 1 Kg3!, when Black has two main replies:

(a) 1... a3 2 Kf3 Kb2 3 Qb4+ Kc2 (if 3... Ka1, then 4 Ke3, and after 4... Re2+ 5 Kxe2 White had gained that very tempo that he was lacking) 4 Ke2 Ra1 5 Qd2+ Kb3 6 Kd3 Rf1 7 Qc2+ Kb4 8 Qc4+ Ka5 9 Qc5+ Ka4 10 Kc2, and White wins.

(b) 1... Kb3 2 Qf7+ (Black was threatening to regroup by 2... Rb2!) 2... Kb2 3 Qf6+ Kb1 4 Qf1+ Kb2 5 Qe2+ Kb3 6 Qb5+ Ka3 (6... Kc2 7 Kf3 etc. leads to the first variation) 7 Kf3 Rb2 8 Qc4 Rb4 9 Qc5 Kb3 10 Ke3 a3 11 Kd3 a2 12 Qc3+ Ka4 13 Kc2! (394).

Henkin, 1967



394. White to move plays 1 Qc6+ Ka3 (1... Ka5 2 Qa8+, or 1... Rb5 2 Qa6+ Ra5 3 Qc4+) 2 Qa6+ Ra4 3 Qd6+ Rd4 4 Qd3+ Ka4 5 Qa6 mate.

If it is Black to move (as is the case in our analysis), then 1... Kb5 2 Qe5+ Ka4 (if the king moves to b6, c6 or a6, there follows 3 Qe6+ and 4 Qxa2) 3 Qe8+ Rb5 (3... Ka3 4

Qe3+ Ka4 5 Qa7+, or 3... Ka5 4 Qa8+) 4 Qe4+ and 5 Qa8+.

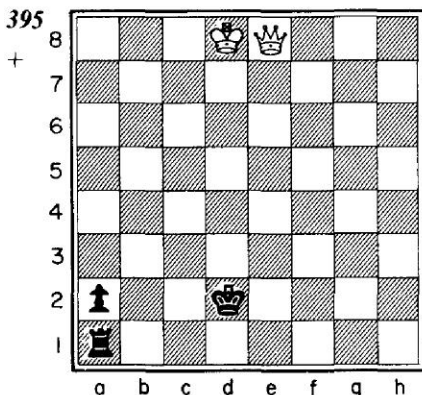
There is also a variation leading to an 'epaulette mate': 1... Rb6 2 Qc4+ Ka3 3 Qc5+ Rb4 4 Qa5+ Ra4 5 Qc3 mate!

Thus position 393 is lost for Black, although it demands rather swift action of white. Account must be taken not only of playing to restrict the mobility of the enemy pieces, but also of a no less important factor—time.

Dvoryetsky—I. Zaitsev

Moscow, 1973

(with colours reversed)



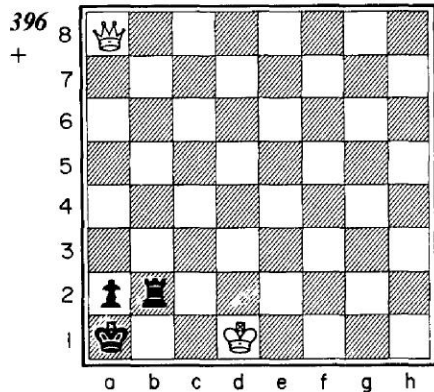
395. It is simply incredible that such a position could arise in a practical game! White wins without the help of his king.

1 Qf7+ (but not 1 Qe5?? Rd1! 2 Qa5+ Ke3+!) 1... Kc2 2 Qc6+ Kb3 3 Qb5+ Kc2 4 Qc4+ Kb2 5 Qd4+ Kb1, and now any waiting move by the king or by the queen along the long diagonal (except 6 Qc3??—stalemate) wins the rook.

396. The cramped position of the black king allows White to create a mating net. The movement of the queen follows a strict geometrical pattern.

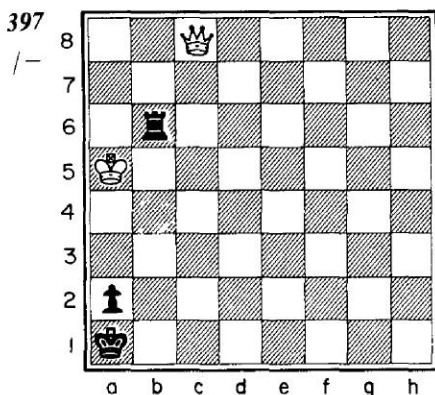
1 Qh8 Kb1 2 Qh7+ Ka1 3 Qg7 Kb1 4 Qg6+ Ka1 5 Qf6 Kb1 6 Qf5+ Ka1 7 Qe5

Rinck, 1889



Kb1 8 Qe4+ Ka1 9 Qd4 Kb1 10 Qd3+ Ka1
11 Qc3 Kb1 12 Qc1 mate.

Farago, 1943



397. White is threatening Qc1+, Qc3+, Qd4 and Qd1 mate. Black is therefore forced to move his king.

1 ... Kb2.

After 1 ... Kb1 2 Qf5+ Kb2 3 Qf2+ Ka1 (3 ... Ka3 4 Qc5+) 4 Qd4+ Kb1 5 Qxb6+ White wins thanks to the proximity of his king: 5 ... Kc2 6 Qf2+ Kb1 7 Kb4 a1=Q 8 Kb3.

2 Qh8+ Kb1 3 Qh7+!

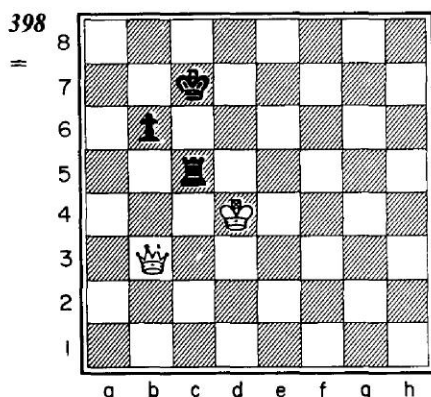
Not 3 Qh1+ Kb2 4 Qg2+? Ka3! with a draw, since White has no check along the

diagonal, and Black is threatening to bring his rook down to b1; e.g. 5 Qg3+ Rb3 6 Qe5 Rb1 7 Qc3+ Rb3 8 Qc1+ Rb2 9 Ka6 Kb3, and 10 Kb5 is not possible due to 10 ... Rb1 11 Qc4+ Ka3+, when it is Black who wins.

3 ... Kc1 4 Qc7+! Kd1 5 Qe5! Kc2 6 Qa1 Rb2 7 Ka4, and wins.

3.233 Knight's pawn

Guretzky-Cornitz, 1864



398. Here, as in the case of a rook's pawn on the 6th rank (383) the rear squares a8 and b8 are inaccessible to the queen. With the black king at b7 there is no possibility of attacking the pawn from the a-file, and as a result White is unable to drive the king out to b5.

1 Qf7+ Kb8 2 Qe6 Kb7 3 Qd7+ Kb8 4 Ke4 Ka8 5 Qa4+ Kb7 6 Kd4 Rc7!

Although this move allows the king across the 5th rank, it does not lose. By contrast, the attempt to keep the rook on the 5th rank comes to a sorry end: 6 ... Ra5? 7 Qd7+ Kb8 8 Qc6 Ka7 9 Qc7+ Ka6 10 Qb8 Rc5 11 Qa8+ Kb5, and then as in position 401.

7 Kd5 Rc5+ 8 Kd6 Rc7 (399).

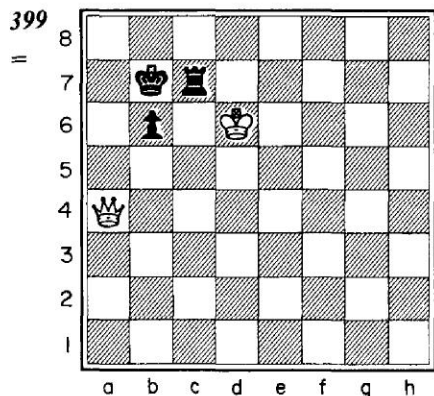
399. The basic drawn position of this ending. Black has set up an impregnable fortress.

9 Qb5 Rc5 10 Qd7+ Kb8 11 Qg4 Rc7 12 Qe2 Kb7! All the gaps are covered—draw.

For some reason it has been thought that

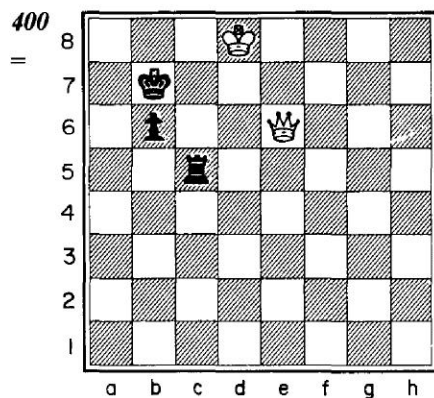
Queen against Rook and Pawn

Guretzky-Cornitz, 1864



White can win if (in analogy with position 385) he succeeds in establishing his king on the 7th or 8th rank. But in fact this is not so.

Henkin, 1981

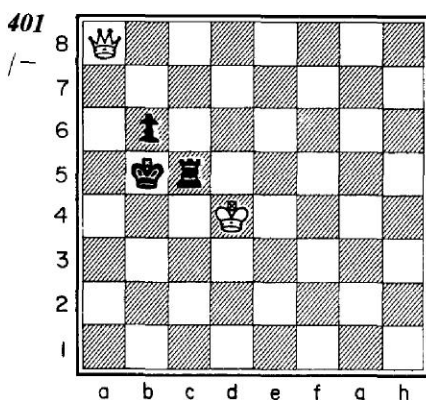


400. For the case with a rook's pawn this was a *zugzwang* position. Here the rook is not obliged to abandon its strong point, which does indeed lose: 1 ... Rc1? 2 Qf7+ Ka6 (2 ... Ka8 3 Qf3+ Ka7 4 Qa3+) 3 Qf3! Rc5 4 Qa8+ Kb5 5 Qa3 (401). The correct move is 1 ... Ka7, when White cannot achieve anything.

401. This position could have arisen from example 398 after 1 Qf7+ Kc6 2 Qa7 Ra5 3 Qb8 Rc5 4 Qc8+ Kb5 5 Qa8, and also in

Guretzky-Cornitz, 1864

Chéron, 1950



another way (cf. the note to Black's 6th move in position 398).

For a long time the diagram position was considered drawn on the basis of analysis by Guretzky-Cornitz. Then Chéron found a decisive improvement for White.

We will consider the position with Black to move. It is analogous to example 375, only all the pieces have been moved two files to the left.

1 ... Rc4+ 2 Kd5 Kb4.

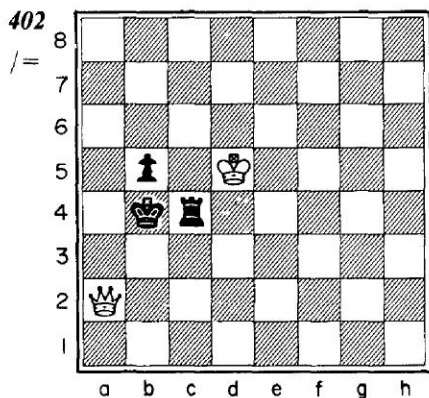
We have already seen on several occasions that moving a position about the board can change both its assessment, and also the methods of attack and defence. And here, if in analogy with example 375 White plays 3 Qa6?, after 3 ... b5 4 Qa2 this leads to a new position where a win is no longer possible.

402. 1 ... Rc5+ 2 Kd6 Rc8!

In the position with a central pawn this move was impossible due to the loss of the rook. But here the queen is on the edge of the board, and its manoeuvrability is greatly restricted.

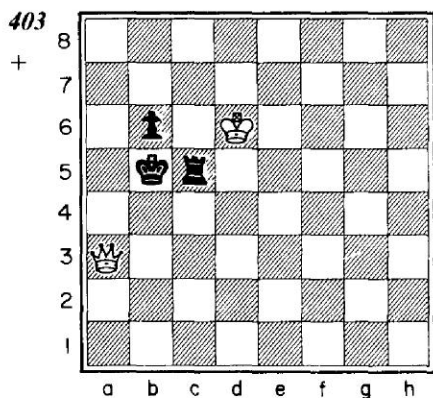
3 Kd7 Rc4 4 Kd8 Rc5 5 Qb2+ Ka4! (after 5 ... Kc4? 6 Kd7 the white king breaks through to the pawn) **6 Kd7 Rc4.** Draw. The white king cannot cross the c-file, since it is not possible to take all the squares away from the rook.

Guretzky-Cornitz, 1864



Let us move position 402 one rank down the board.

Chéron, 1950*



403. The assessment has changed, since in comparison with position 402 the number of squares to Black's rear has been reduced, the rook's manoeuvring scope along the c-file has diminished, and Black cannot prevent the enemy king from breaking through to the pawn.

1 Kd7.

If it is Black to play, after 1 ... Rc6+ 2 Kd7 Rc5 he is given the move: 3 Qa1! Kb4 4

Kd6 Kb5 5 Qa2 Kb4 6 Qb2+ Ka5 7 Qa3+ Kb5 8 Kd7.

1 ... Rc4.

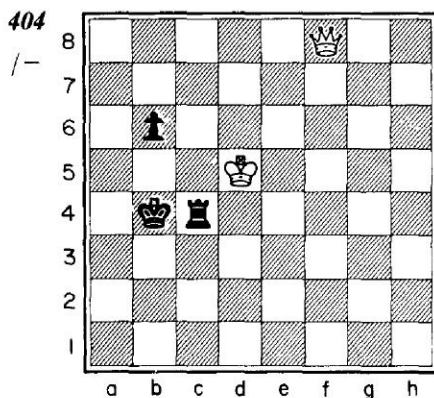
The alternative is 1 ... Kc4 (1 ... Rh5 2 Qb2+ Ka5, or 2 ... Kc5 3 Qd2+ or 3 Qf2+, winning the rook) 2 Qb2 Rb5 (2 ... b5 3 Kd6 Rd5+ 4 Kc6 Rc5+ 5 Kb6 Rd5 6 Qc1+ Kb4 7 Qf4+ Kc3 8 Kc6) 3 Qe2+ Kc5 4 Kc7, and the goal is achieved.

2 Qb3+ Kc5 (2 ... Rb4 3 Qd5+ Ka4 4 Qa2+ Kb5 5 Kc7) 3 Kc7 b5 4 Qe3+ Kb4+ 5 Kb6 Ka4 6 Qe2, and White wins the pawn.

Let us return to example 401. It is now clear that White can hope to win only if he succeeds in breaking across the 5th rank with his king, without allowing position 402.

This is why after 1 ... Rc4+ 2 Kd5 Kb4 he should not continue 3 Qa6?, which in fact leads to the drawn position 402. The win is achieved by 3 Qf8+! (404).

Chéron, 1950



404. 3 ... Rc5+.

Berger incorrectly thought that this was sufficient for a draw. The alternative is 3 ... Kb3 (3 ... Kb5? 4 Qf1) 4 Qe8 Rb4 5 Qe1! Ka4 6 Kc6 Kb3 7 Qd2 Ka3 8 Qc3+ Ka4 9 Qd3 b5 10 Qd1+ Ka3 11 Qa1+ Kb3 12 Kc5, and wins.

4 Ke6! b5.

One gains the impression that Black has achieved his aim. To complete the drawing

* In the original the white king is at d7, but this does not affect the solution.

Queen against Rook and Pawn

set-up of position 402 it remains for him to place his rook on c4 or any other square on the c-file. But by subtle manoeuvring, exploiting the temporary pin on the rook, White prevents this. A similar procedure has already been seen in position 386.

Other moves also lose, e.g. 4 ... Ka4 (if the king moves to b3, b5 or c4 there follows 5 Kd6, and if again 5 ... Kb4, then 6 Qf2! Kb5 7 Qa2 Kb4 8 Qb2+ Ka5 9 Qa3+ Kb5—403) 5 Qa8+! (here 5 Kd6? leads after 5 ... Rc4 and ... b5 to the drawn position 402) 5 ... Kb4 (5 ... Kb5 6 Kd6 Kb4 7 Qa2 Kb5 8 Qa3—403) 6 Qa6 b5 7 Qd6! Kc4 8 Qe7! Rd5 (8 ... b4 9 Kd6 Ra5 10 Qc7+) 9 Qc7+ Rc5 10 Qa7! b4 11 Kd6 Rd5+ 12 Kc6 Rd4 13 Qf7+ Kd3 14 Kc5 Ke3 15 Qb3+ etc.

5 Qe7! Kc4 6 Kd6 Kb4 7 Qe1+ Rc3 8 Kd5 Kb3 9 Qb1+ Ka4 10 Qa2+ Ra3.

Black can no longer prevent the king from breaking across the c-file. On 10 ... Kb4 there follows 11 Qb2+.

11 Qc2+ Ka5 (11 ... Kb4 12 Qd2+, or 11 ... Rb3 12 Kc5 Ka3 13 Qg2!) **12 Kc6 b4 13 Qc5+ Ka4 14 Qb5+ Kb3 15 Kc5 Ra4 16 Qd3+ Kb2 17 Kb5 etc.**

Let us again return to position 401 and examine another defence (instead of 1 ... Rc4+ 2 Kd5 Kb4).

1 ... Rg5.

The idea of this move, recommended by Guretzky-Cornitz, is to prevent the white king from crossing the 5th rank, but this proves impracticable.

2 Qe8+ Ka6 3 Qe2+ b5 4 Qe6+ Ka5 5 Qc8! Rh5 6 Kc3!

Note the coordination of the white pieces. They manoeuvre such that, firstly, there is a threat of a double attack, and, secondly, they prevent horizontal checks by the rook as the king approaches the pawn.

6 ... Kb6 (6 ... b4+ 7 Kc4 Rh4+ 8 Kb3) **7 Qd8+ Ka6 8 Kb4!**, and White wins.

Let us return for the last time to position 401 and examine it with White to move. His problem is to give the opponent the move.

1 Qb7 Rh5.

White immediately achieves his aim after 1 ... Ka5 2 Qa7+ Kb5 3 Qa8, but 1 ... Rc1 is more difficult to refute: 2 Ke5 Rd1 3 Qf3 Rd8 4 Ke6 Ka6 (Black is aiming for position 398) 5 Qa3+ Kb5 6 Qc3 Ka6 7 Ke7 Rb8 (7 ... Rd1 8 Qa3+) 8 Kd7 b5 9 Kc7 Rb7+ 10 Kc6 Rb6+ 11 Kc5 b4 12 Qa1+ Kb7 13 Qa5.

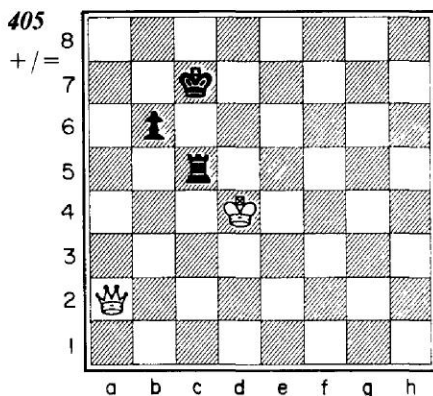
2 Qe4! Rc5.

3 Qe2+ (e8+) was threatened, and on 2 ... Rh6 there could have followed 3 Qe2+ Ka4 (3 ... Kc6 4 Qg2+ Kd6 5 Qb7) 4 Kd5 etc.

3 Qa8!, and we have position 401, but now with Black to move.

Familiarity with positions 398–404 allows the following example to be solved.

Chéron, 1950

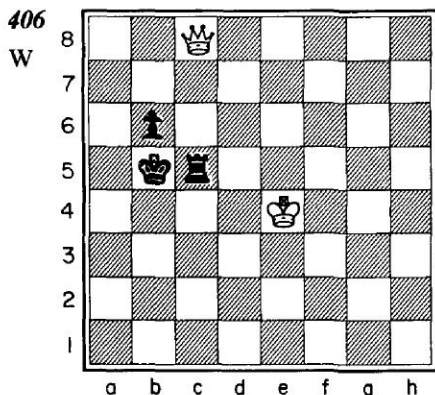


405. Black to move plays **1 ... Kb7**, and then as in position 398.

White to move prevents this possibility: **1 Qa7+ Kc6 2 Qb8 Rd5+** (2 ... Kb5 3 Qa8 leads to position 401) **3 Ke4 Rc5 4 Qc8+ Kb5** (406).

406. This position differs from example 401 only in the placing of the white king (e4 instead of d4). This at first sight insignificant factor proves to be highly important. After 5 Qa8 Kb4 White cannot prevent the regrouping of the black pieces in accordance with the drawn position 402. For example: 6 Qa6 Rc4+ 7 Kd5 b5, or 6 Qf8 Kb3 7 Qb8 (7 Qf3+ Kb4; 7 Kd4 Rc3+ and 8 ... b5) 7 ...

Chéron, 1950



b5 (with the king at d4 this move was not possible) 8 Kd4 Rc4+ and 9 ... Kb4.

Correct is 5 Qb7! Rg5 6 Qd7+.

White is aiming for position 403. For this he must drive the rook off the 5th rank.

6 ... Ka6 7 Qc8+ Ka7.

Black, in turn, seeks salvation in position 398. On 7 ... Kb5 there follows 8 Kd4 Rc5 9 Qa8 (401).

8 Qc7+ Ka6 9 Qc4+ Ka7 10 Qf7+ Ka6 11 Qf8!

Now the rook can no longer remain on the 5th rank, unless of course Black plays 11 ... Rc5, leading after 12 Qa8+ Kb5 13 Kd4 to position 403, which he is trying to avoid.

11 ... Rg1 12 Kd5 Rd1+ 13 Kc6 Rc1+ 14 Kd7 Kb7.

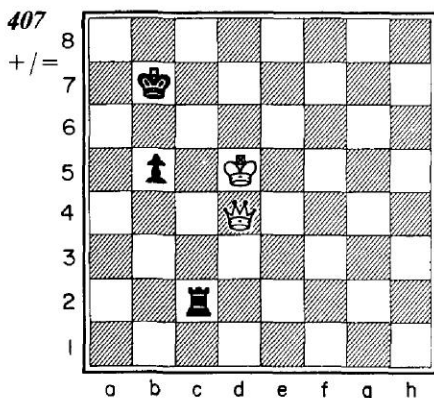
14 ... Rc5 15 Qa8+ Kb5 16 Qa3 leads to position 403. It remains for Black to play 15 ... Rc7+ to obtain a drawn position from example 398, but it is White to move, and by 15 Qf3+ Kb8(a7) 16 Qf4+(a3+) he picks up the rook.

With a knight's pawn on the 5th, 4th or 3rd rank, the weaker side draws if he is able to set up a position of type 402. In practice, however, it often happens that for the completion of his drawing set-up he is short of literally one move. Then the task of the stronger side is to break through with his king to the pawn, without allowing the enemy forces to coordinate.

Mednis-Commons

Houston, 1974

(with reversed colours and flanks)



407. Were it Black to move, he would play 1 ... Rc4 or 1 ... Ka6 with a theoretical draw (402). But it is White to move and, exploiting the temporary separation of the enemy pieces, he quickly decides the outcome.

1 Qg7+! Rc7 (the king cannot step onto the 6th rank due to the check at g6) 2 Qb2! Kb6 3 Qf6+ Kb7 (3 ... Ka7 4 Qd8 Kb7 5 Qe8! Ka6 6 Qa8+ Kb6 7 Qb8+ Rb7 8 Qd8+ Ka6 9 Kc5) 4 Qd8! Rc2 (4 ... Rh7 5 Kc5) 5 Qa5 Resigns.

3.234 Bishop's pawn

For both sides the most difficult positions are those with a bishop's pawn.

408. For a long time this position was considered drawn in view of the variation 1 Qg7+ Kd6 2 Qb7 Kc5 3 Qb8. Now it was thought that Black could draw both by 3 ... Rd4+ 4 Ke5 Kc4 5 Qb6 c5 6 Qb2 Rd5+ 7 Ke6 Rd8 8 Ke7 Rd4 as in position 402, as well as by the simple 3 ... Rg5 or 3 ... Rh5, not allowing the white king across the 5th rank.

In 1950 Chéron published an analysis demonstrating the existence of a win in these variations (411 and 416), and he also gave a new, original solution.

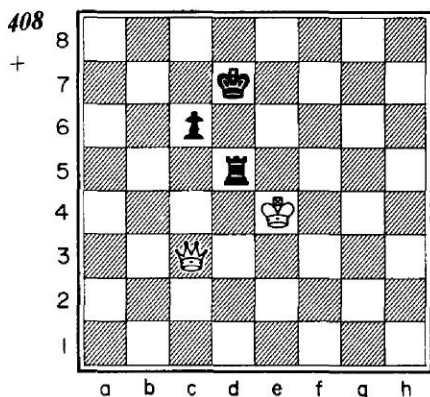
Guretzky-Cornitz, 1864

Berger, 1921

Halberstadt, 1931

Chéron, 1950

Henkin, 1962



However, it should be mentioned that as long ago as 1931, long before Chéron, Halberstadt did not agree with the drawn assessment of position 408, rightly considering it won for White. The winning plan suggested by him consists in transferring the white king to the Q-side. In this case the queen attacks the enemy from the other side of the board, where it has greater scope. The position arising as a result of this regrouping is solved in analogous fashion to Philidor's position for a central pawn (374).

Halberstadt begins his solution with **1 Qg7+ Kd6 2 Qa7**, reaching position 409. Chéron, while agreeing with this variation, remarks that Black can avoid it, if instead of **1... Kd6** he replies **1... Kc8**, e.g. **2 Qa7 Rb5 3 Kd4 Rd5+ 4 Kc4 Rb5 5 Qa1 Kc7 6 Qg7+ Kc8 7 Qf8+ Kc7 8 Qe7+ Kc8 9 Qd6 Kb7 10 Qd7+ Kb6 11 Qc8 Rc5+ 12 Kd4 Rd5+ 13 Ke4 Kc5**, when White has not succeeded in transferring his king to the Q-side. This is correct, if White begins his solution with **1 Qg7+**. Chéron is essentially wrong, and refutes his opinion with his own analysis, which we now give.

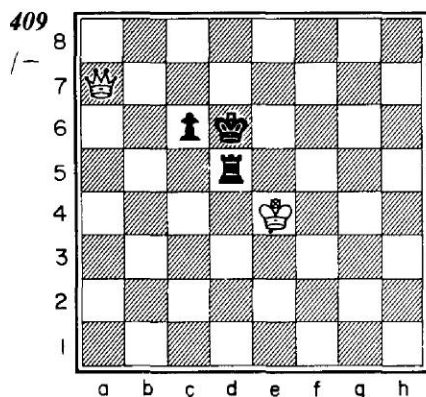
1 Qa1! Rb5 (after **1... Kc7 2 Qa7+ Kc8 3**

Qb6 Kd7 4 Qb7+ Kd6 5 Qa7! Halberstadt's position is again reached) **2 Qh7+ Kd8 3 Qf6+ Kd7 4 Qf7+ Kd8 5 Qe6 Kc7 6 Qe7+ Kc8 7 Qd6 Kb7 8 Qd7+ Kb6 9 Qc8 Rd5 10 Qb8+ Kc5**.

Here Chéron continues **11 Qc7**, reaching position 411. But meanwhile White can obtain Halberstadt's position as follows:

11 Qb2! Kd6 (after **11... Rh5 12 Qf2+ Kd6 13 Qf8+** the rook is lost, while after **11... Kc4 12 Qb6 Rc5** White wins by following Salvioi: **13 Ke3! Re5+ 14 Kf4 Rc5 15 Ke4**) **12 Qb6 Kd7 13 Qb7+ Kd6 14 Qa7!**, and we reach the position for which we are aiming (409).

Halberstadt, 1931



409. Halberstadt's solution differs favourably from the one suggested by Chéron, since it is based on the general classical method.

The diagram shows *one of the zugzwang positions*. Black is forced to allow the enemy king across to the Q-side. If now **2... Rd1** (**2... Ke6? 3 Qc7**), then **3 Qa3+ Kf7 4 Qh3+! Kc7 5 Qg3+ Rd6 6 Qe5 Kd7 7 Qg7+ Kc8 8 Ke5**, and the white king breaks through to the rear.

2... Re5+ 3 Kd4 Rd5+ 4 Kc4 Rb5 5 Qf7 Rc5+ (**5... Rb6** does not work: **6 Qe8! Kc7 7 Qe7+ Kc8 8 Kc5**) **6 Kb4 Rd5 7 Ka4 Rb6 8 Qg7**.

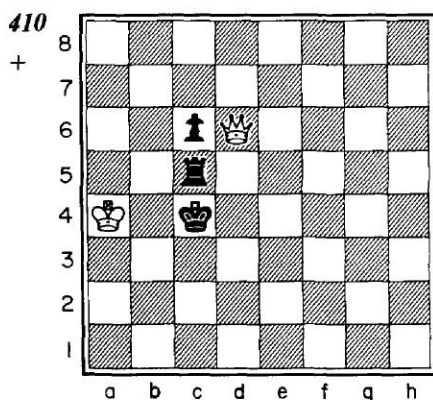
This is the position White has been aiming

for. The play is analogous to that in Philidor's position (374).

8 ... Rd5 9 Qb7 Rb5 10 Qc8 Kc5 11 Qd8.

At this point Halberstadt terminates his analysis, assuming that White wins by familiar means. But the bishop's pawn has its special features and the method of play differs from the case of a central pawn. Therefore we will continue the analysis.

11 ... Kc4 (after **11 ... Rb4 + 12 Ka5 Rb5 + 13 Ka6 Rb4** White continues, following Guretzky-Cornitz, **14 Qd3!** etc.—376) **12 Qd6 Rc5** (410).



410. Black to play would be in *zugzwang*. But it is White to play, and he is unable to give his opponent the move. In the analogous position with a central pawn (375) this was achieved by Salvioli's triangulation. But here **13 Ka3** is pointless, since after **13 ... Ra5 +** the king, on the edge of the board, is unable to carry out its manoeuvre.

The win is achieved by a queen manoeuvre, the aim of which is, by threatening to give Black the move, to cut off his king beyond the d-file.

13 Qf4 + Kd3.

Things are easier for White after **13 ... Kd5 14 Qd2 +** when Black has to play **14 ... Ke6**, since **14 ... Kc4 15 Qd6** leads to position 410 with Black to move.

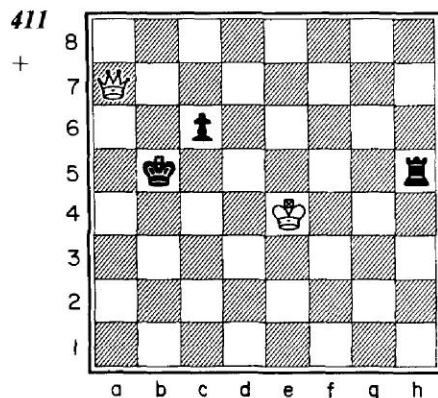
14 Qf3 + Kd4 (**14 ... Kc4? 15 Qe4 +** and **16 Qb4 +**) **15 Qf2 + Kc4 16 Qc2 +! Kd5 17**

Qd3 + Ke6 18 Qd8! Rb5 (**18 ... Rd5 19 Qc7 19 Ka3!** (now the king breaks through to the pawn) **19 ... Rc5 20 Kb4 Rcl 21 Qd2**, and White wins.

Let us return to position 408 and consider the solution suggested by Chéron. It demonstrates some interesting procedures in the battle between queen and rook.

The first 10 moves are analogous to the main solution, and the analysis proper begins after **11 Qc7 Kb5** (in the event of **11 ... Rd4 + 12 Ke5 Rd5 + 13 Ke6 Rd4** Chéron recommends **14 Qa5 + Kc4 15 Qb6 c5 16 Qa5—416**; but **14 Qb7! Rd5 15 Qb3! Rd6 + 16 Ke7 Rd5 17 Ke8!** is much simpler, transposing to position 377) **12 Qa7! Rh5** (411).

Guretzky-Cornitz, 1864
Chéron, 1950



411. As already mentioned, this position was incorrectly considered drawn.

13 Kd3!

A clever manoeuvre, preparing the breakthrough of the king across the 5th rank. By temporarily retreating, the king vacates manoeuvring space for the queen, and the threat of a double attack becomes more and more real. For example: **13 ... Rd5 + 14 Kc3 Rc5 +** (**14 ... Rh5 15 Qb7 + Kc5 16 Qb4 + Kd5 17 Qd4 + Ke6 18 Qe4 +**) **15 Kb3 Rf5** (it is even possible to be mated: **15 ... Rd5? 16 Qb7 +**) **16 Qb7 + Kc5 17 Qb4 + Kd5 18**

Queen against Rook and Pawn

Qd2+ Ke6 (18 ... Kc5 19 Qc2+) 19 Qd8 Rd5 20 Qc7 etc.

13 ... Rh3+ 14 Kd4 Rh4+ 15 Ke5 Rh5+ 16 Kf6 Rh6+ 17 Kg5 Rh1 18 Qe3! Ka6.

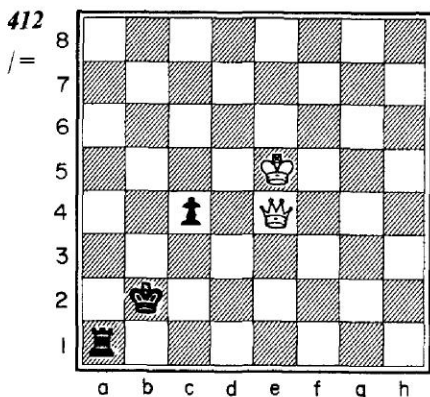
The only possibility of avoiding immediate loss of material. But now the white king penetrates to the rear.

19 Kf5 Rh5+ 20 Ke6 Rd5 21 Qg3 Kb7 22 Qa3 Rb5 23 Qe7+ Kb6 24 Kd7 Rd5+ 25 Kc8, and within a few moves White wins the pawn.

Before turning to an analysis of positions with a bishop's pawn on the 5th rank, we will examine a few subsidiary positions.

Frink, 1928

Henkin, 1962



412. Black succeeds in setting up a fortress, thanks to stalemating possibilities.

1 ... Rc1 2 Kd4 Rc2 3 Qb7+.

Playing the white king to a3 also fails to win: 3 Kc5 Rc1 4 Kb4 Rc2 5 Ka4 Rc1 6 Qd4+ Kb1 7 Ka3 Rc3+! etc.

3 ... Ka2 4 Qb4 Ka1 5 Qa3+ Kb1 6 Kc3 (413).

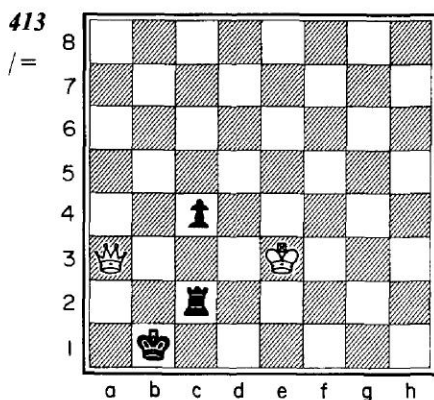
413. Guretzky-Cornitz considered this position won for White in view of the variation 6 ... Rc1 7 Qb4+ Ka1(a2) 8 Kd2. But in fact Black has a draw.

6 ... Rb2!

With this move in reserve, Black is guaran-

Guretzky-Cornitz, 1864

Frink, 1928

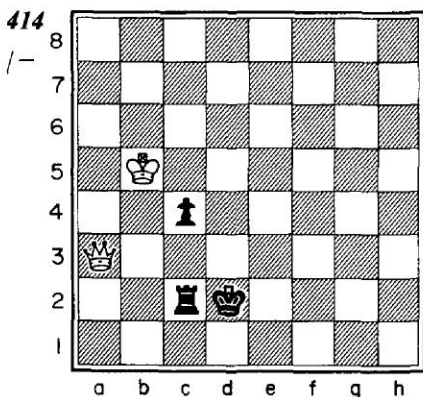


teed against zugzwang, and the white king cannot break across the 2nd rank.

7 Qa5 Rc2 8 Qe1+ Kb2 9 Qd1 Rc3+! 10 Ke4 Rc2. A positional draw.

If the black king is placed on the other side of the rook, the assessment of the position changes.

Henkin, 1962



414. Black's defence involves trying to regroup in accordance with position 413.

1 ... Rc3.

Against passive play—1 ... Rc1 2 Kc5 Rc2 3 Kd4 Rc1 White continues 4 Qe3+ Kd1 5 Kc5 Rc2 6 Kb4, joining the main variation after Black's 13th move.

Queen against Rook

2 Qb4 Kd3 (2 ... Kc2 3 Kc5 Rb3 4 Qa4) 3 Kc5 Rc2 4 Kd5 Rc1 (4 ... c3 5 Qd4+ Ke2 6 Kc4) 5 Qa3+ Rc3 6 Qb2 Rc2 7 Qd4+ Ke2 8 Kc5! Rc1 9 Kb4 Rc2 10 Ka3 Ke1 11 Qe3+ Kd1 (now Black has to be given the move) 12 Ka4! Rc1 13 Kb4 Rc2 14 Ka3.

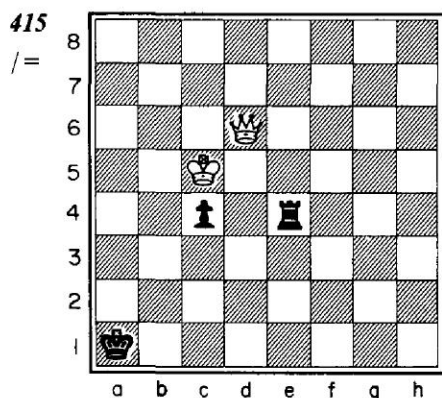
Zugzwang. The white king breaks across the 2nd rank (14 ... Rd2 15 Qf3+ Kc2 16 Kb4).

14 ... Rc1 15 Ka2 c3 16 Qd3+ Ke1 17 Kb3 Kf2 18 Kc4 Ke1 19 Qe3+ Kd1 20 Kd3, and mate next move.

Let us return to position 412. Apart from Frink's solution there is also a secondary one, illustrating an interesting defensive resource, characteristic of a bishop's pawn: for the sake of advancing the pawn to the penultimate rank, Black sacrifices his rook, achieving a theoretical draw: **1 ... Re1! 2 Qxe1 c3**, and White cannot prevent **3 ... c2**, while at the same time his king is outside the winning zone.

This idea is strikingly expressed in the following study.

Gorgiev, 1956



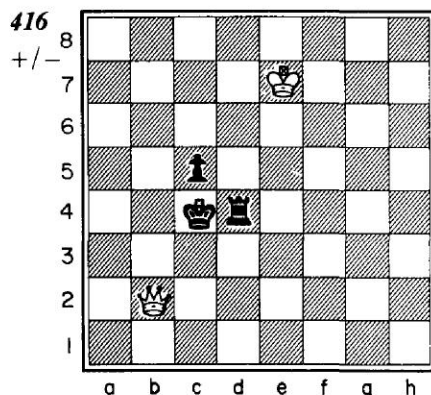
415. 1 ... c3! 2 Qa6+ Kb2!

2 ... Kb1? loses to 3 Qb7+ Ka1 4 Qb8 Re5+ (4 ... c2 5 Qxc2—304) 5 Kd4! Re4+ 6 Kd3 Rd4+ 7 Kc2! Rd2+ 8 Kc1 Rc2+ 9 Kd1 Rd2+ 10 Ke1 Rc2! 11 Qa3+ Kb1 12 Qb4+ Ka2 13 Kd1 Rb2 14 Qc4+ etc.

3 Qb7+ Ka3! 4 Qxe4 c2 5 Qe1 Kb2 6 Qe2 Ka1! (not 6 ... Kb1? 7 Kb4! c1=Q 8 Kb3) 7 Qxc2. Stalemate.

We will now turn to a study of the methods of play against a bishop's pawn on the 5th or 4th rank.

Guretzky-Cornitz, 1864
Chéron, 1950



416. This position is obtained from position 408 after **1 Qg7+ Kd6 2 Qb7 Kc5 3 Qb8 Rd4+ 4 Ke5 Kc4 5 Qb6 c5 6 Qb2 Rd5+ 7 Ke6 Rd8 8 Ke7 Rd4**.

Guretzky-Cornitz, and also many other analysts, thought that White could win here only if it were Black to move. Indeed, if Black plays first he is unable to prevent the white king from breaking across the d-file, e.g. **1 ... Rd5 2 Qa2+ Kd4 3 Ke6**, or **1 ... Rd3 2 Qc2+ Rc3 3 Qe4+ Kb3 4 Qb1+ Kc4 5 Kd6**.

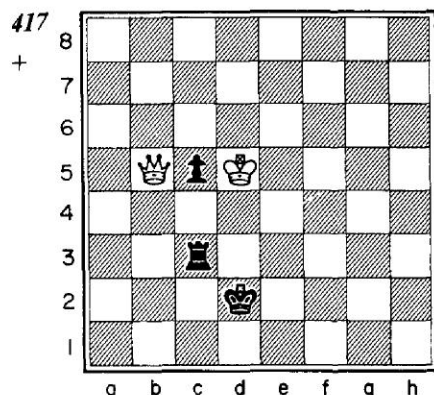
Chéron showed that White has a win, irrespective of who it is to move.

1 Ke6 Rd8 2 Qb6 Rd2 3 Qa5! Rd4 (if 3 ... Rd3, then 4 Ke7 Rd4 5 Qa4+ Kc3 6 Qa3+ Kc4 7 Qb2!, and the initial position is reached, but with Black to move) **4 Ke7 Rd3 5 Qa4+ Kc3 6 Qa3+ Kc4 7 Qc1+ Rc3**.

On **7 ... Kb5** there follows **8 Qb1+ Kc4 9 Qc2+ Rc3 10 Qe4+ Kb3 11 Qb1+ Kc4 12 Kd6**, while after **7 ... Kb4 8 Qb2+ Rb3 9 Qd2+ Rc3 10 Qe1!** the white king again breaks through to the pawn.

8 Qb1! Rb3 9 Qc2+ Kb4 10 Qd2+ Kb5 11 Kd6 c4 12 Qd5+ Kb4 13 Qc5+ Kc3 14 Kd5 Rb4 15 Qe3+ Kb2 16 Kc5 Ra4 17 Kb5, and White wins.

Guretzky-Cornitz, 1864
Henkin, 1962



417. The original solution 1 Ke4(?) Kc2 2 Qa6 Kb2 3 Qa4 Kb1 4 Qa5 Kb2 5 Kd5 does not succeed, since Black replies not 5... Kc2? (as considered by Guretzky-Cornitz), but 5... Rc2! followed by the unavoidable ... c4, reaching the drawn position 413.

This caused Lisitsin to declare the study incorrect. But in fact White is able to win.

1 Qa5! Kc2 (1... Kd3 2 Qa1 Kc2 3 Ke4) 2 Qa2+ Kc1 3 Ke4 Rc2 (after 3... Kd1 4 Qb2 Rc2 5 Qa3 Re2+ 6 Kd5 Rc2 7 Qe3 c4 8 Kc5 position 414 is reached) 4 Qb3 c4.

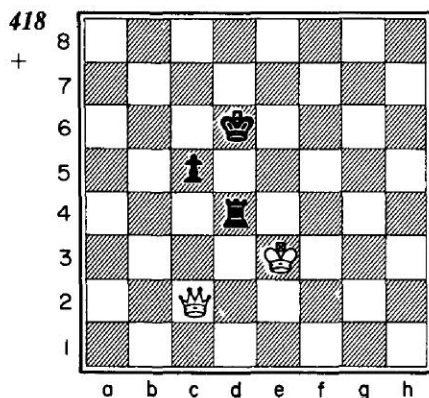
Nothing is changed by 4... Kd1 (4... Kd2 5 Qe3+) 5 Ke3 c4 (5... Kc1 6 Qb5) 6 Qa4.

5 Qb4 Kd1 6 Qa3 Re2+ 7 Kd4 Rc2 8 Qe3!, and White wins as in position 414.

418. In contrast to position 408, here the queen cannot immediately reach a1. But this can be achieved in two moves.

1 Qa2 Rb4 2 Qa1! Kc7 3 Qe5+ Kc6 4 Qe6+ Kc7 5 Qd5 Kb6 6 Qd6+ Kb5 7 Qc7 Rd4 8 Qb7+ Kc4 9 Qb1 Kd5 10 Qb5 Kd6 11 Qb6+ Kd5 12 Qa6! Re4+ 13 Kd3 Rd4+ 14 Kc3 Rb4 15 Qf6 Rc4+ 16 Kb3 Rb4+ 17 Ka3 Rd4 18 Qb6 Rb4 19 Qc7 Kc4 20 Qd7.

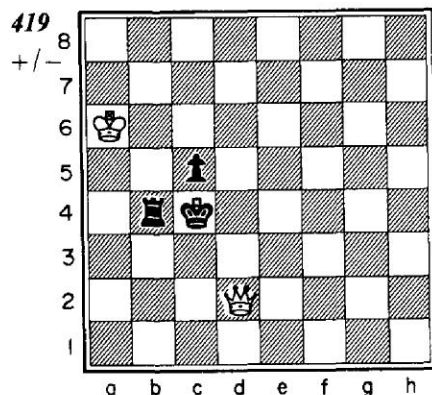
from Halberstadt, 1931



This position is already familiar to us. If now 20... Kc3, then 21 Qd5 Rc4 followed by 22 Qf3+ (which corresponds to 13 Qf4+ in position 410). We will consider another defence.

20... Rb3+ 21 Ka4 Rb4+ 22 Ka5 Rb3 23 Qd2 Rb5+ 24 Ka6 Rb4 (419).

Chéron, 1950
Henkin, 1962



419. Black's hopes are associated with the drawn position 413. In the symmetrical position 416 this means of defence was not considered, because the b-file, on which the white queen was operating, was not accessible to the black king. White has to play very precisely. His task is to break through with

his king to the pawn, without allowing position 413.

If it is Black to move, his best try is **1 ... Rb3** (1 ... Kb3? 2 Qd3+ Kb2 3 Ka5) **2 Qc2+ Kb4** (2 ... Rc3 3 Qa4+ Kd3 4 Qd1+ Kc4 5 Kb6) **3 Kb6 c4**.

Black begins regrouping. In addition, he simply wishes to advance his pawn.

4 Qf2! Ka3+.

Other replies are worse: (a) 4 ... Rc3 5 Qe1 Ka4 (5 ... Kb3 6 Qb1+ Ka3 7 Kc5) 6 Kc5; (b) 4 ... Rb1 5 Qa2; (c) 4 ... Rd3 5 Qe1+ Kb3 (5 ... c3 6 Qe4+) 6 Kc5; (d) 4 ... Rh3 5 Qc5+ Kb3 6 Qb5+ Kc3 7 Qf5 and 8 Kc5; (e) 4 ... c3 5 Qc5+ Ka4+ 6 Ka6, leading to mate or the loss of the pawn.

5 Kc5 Rc3 6 Kd5!

The seemingly natural 6 Kd4? unexpectedly leads to a draw after 6 ... Kb3!, when White cannot prevent position 413, e.g. 7 Qe1 Rc2 8 Qb1+ Rb2 9 Qd1+ Rc2 10 Qa1 Rd2+! 11 Kc3 Ra2! 12 Qf6 Rc2 and 13 ... Ka2.

6 ... Kb3 7 Qb6+! (it was precisely this check that was lacking in the previous variation; the king is cut off from the pawn in the most favourable situation for White) **7 ... Ka2 8 Qa5+ Kb3 9 Qb5+ Ka2** (9 ... Ka3 10 Kd4 Rc2 11 Qb1, or 9 ... Kc2 10 Kd4 Kd2 11 Qb4) **10 Qa4+ Kb2 11 Qb4+ Kc2 12 Kd4**, and White wins.

Consider the initial position with White to move.

1 Ka7.

In this way White gives his opponent the move. Chéron gives a more lengthy solution: **1 Qd6 Rb3 2 Qe5 Rc3 3 Qe4+ Kb3 4 Qb1+ Kc4 5 Qb5+ Kd4 6 Qd7+ Kc4 7 Qa4+ Kd3 8 Qd1+ Kc4 9 Kb6 Kb4 10 Kc6 Kc4** (10 ... c4 11 Qe1 Kb3 12 Qb1+ Ka3 13 Kc5) **11 Qf1+ Kb4 12 Qb5+ Ka3 13 Qb1 Rc4 14 Kd6 Kc3 15 Kd5 Ka4 16 Qb2** etc.

1 ... Kb3 (1 ... Rb3 is considered above) **2 Qd3+ Kb2 3 Ka6 c4** (3 ... Rb3 4 Qd2+ Kb1 5 Ka5 c4 6 Ka4 Rb2 7 Qd1+ Ka2 8 Qc1) **4 Qd2+ Kb3 5 Ka5 Rb8.**

5 ... c3 also fails to save Black: 6 Qd5+

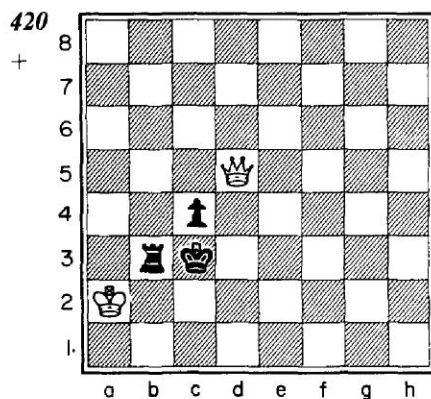
Rc4 (6 ... Ka3 7 Qc5) **7 Qb5+** (but not 7 Kb5? c2 8 Qxc4+ Kb2 9 Qe2 Ka1!—drawn). In the event of 5 ... Ra4+ 6 Kb5 c3 the win is rather more difficult: **7 Qd5+ Ka3** (7 ... Kb2 8 Kxa4 c2 9 Qd2 Kb1 10 Kb3) **8 Qd6+ Kb3 9 Qe6+ Ka3 10 Qe1! Rb4+ 11 Kc5 c2 12 Qc3+!**

6 Qd5! This is conclusive. Any reply leads to the loss of the rook or the pawn (if 6 ... Rf8 or 6 ... Rh8—7 Qb5+).

Theorists have experienced great difficulties in analysing positions with a bishop's pawn on the 4th or 3rd rank. Not only Guretzky-Cornitz, but also later researchers (including Chéron) evaluated all positions of this type as drawn, mainly on account of the proximity of the pawn to the queening square.

It has nevertheless been established that in certain cases the stronger side wins.

Henkin, 1962



420. Situated on the long side of the board, the queen controls the greatest number of squares; at the same time Black's stalemating possibilities are restricted, since the a1 square is inaccessible to his king.

1 Qd6 Rb2+ 2 Ka3 Rb3+ 3 Ka4 Rb2 4 Qe5+ Kc2 5 Qd4 c3.

The resulting position is similar to position 380. But the bishop's pawn is 'capricious', and here, for example, 6 Qc4 (in analogy with

7 Qd4 in position 380) fails to win due to 6... Kbl, when 7 Qxc3 Ra2+ gives a draw; also insufficient is 7 Qd3+ c2 8 Ka3 Rb8, or 7 Qf1+ Ka2! 8 Qe1 (8 Qc1 c2 9 Ka5 Kb3) 8... c2 9 Qc1 Rb4+! 10 Ka5 Rb2.

White wins by cutting off the king from the corner squares and creating a zugzwang position.

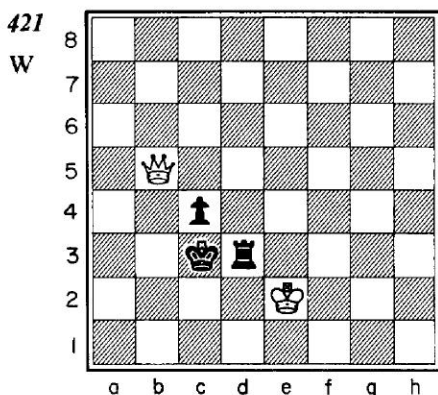
6 Qe4+ Kd2.

6... Kcl does not change matters: 7 Ka3 Kd2 (7... Rb1 8 Qe2 Rb2 9 Qd3 c2 10 Qf1+) 8 Qf5, and 8... c2 is still not possible due to 9 Qf4+ Kc3 10 Qe3+.

7 Ka3 Rc2 (7... Kcl 8 Qd3 Rc2 9 Qd4 Kbl 10 Qd1+ Rc1 11 Qb3+) 8 Qd4+ Ke2 9 Kb3 Rc1 10 Kc4 c2 11 Kc3.

If the white pieces switch wings the situation changes.

Henkin, 1962



win or draw?

421. The attempt by White to transfer his king to the Q-side, in order to obtain the previous position, is parried by accurate defence.

1 Qa4 Rd2+.

1... Kd4? would fall in with White's wishes: 2 Qa5 Rh3 3 Kd1 Rd3+ 4 Kc2 Rb3 5 Qf5 Rd3 (5... Rb4 6 Qd7+ Kc5 7 Qe7+ Kb5

8 Qe5+ Ka4 9 Kc3) 6 Kb2 Rb3+ 7 Ka2 Rd3 8 Qb5 Rb3 9 Qc6 Kc3 10 Qd6 (420).

2 Ke1 Rd5!

The best reply, forestalling White's plan. Of course, 2... Rd4 is bad: 3 Qa1+ Kd3 4 Kd1 c3 5 Qa6+ Rc4 6 Qd6+ Rd4 7 Qc5 Rc4 8 Qf5+! Kd4 9 Kc2! Rc5 10 Qe6! (366). The natural 2... Rd3 also leads to great difficulties: 3 Qa3+ Kc2 (after 3... Kd4 4 Qa5! Black cannot prevent the king from crossing the d-file) 4 Qb4 Rd4 (4... c3 5 Qe4) 5 Ke2.

3 Qa3+ Kc2 4 Qb4 Re5+! 5 Kf2 c3!

It is at this moment, when the white king is far enough away, that Black is prepared to give up his rook for the sake of advancing his pawn to the 2nd rank.

6 Qd4 Re7 7 Qb4 Re6 8 Qa3 Re8, and White cannot improve his position, while 9 Qa4+ Kb2 10 Qxe8 c2 leads to a draw.

The main efforts have been directed towards finding a winning continuation in the following variation.

1 Qb6.

If 1 Qc5, then 1... Kb3 2 Qa5 Rh3!, and now nothing is given by Chéron's manoeuvre 3 Kd1 in view of 3... Rh1+ 4 Kd2 Rh2+ 5 Ke3 Rc2!, achieving the drawn position 413. For example: 6 Qa1 (otherwise 6... Kb2) 6... Ra2! 7 Qb1+ Rb2 8 Qd1+ Rc2! etc.

1... Rd2+ 2 Ke3 Rd3+ 3 Ke4 Rd2 4 Qa5+ Kc2 5 Qb4 c3 6 Qa4+ Kb2 7 Ke3 Rd8 8 Qb5+ Kc2! (8... Kcl? 9 Qa5! Rc8 10 Kd3 Kb2 11 Qb4+ Kcl 12 Qa3+ Kbl 13 Qb3+ Ka1 14 Kc2) 9 Qa5 Rd3+ 10 Ke4 Rd2 11 Qa2+ Kcl 12 Qb3 c2 13 Ke3 Rd8 (13... Rd1? 14 Qa2!; but now in the event of 14 Qa2 the rook begins checking the king along the 8th rank) 14 Qb5 Rd6, with a draw.

Thus a win was not found, and position 421 was judged to be drawn.

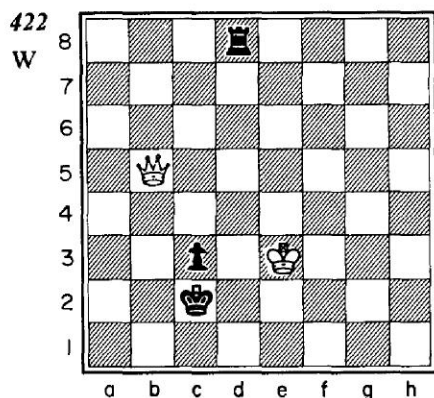
When the new edition of this book was being prepared, Smyslov showed me one of his endings which had escaped the attention of the theorists.

422. It will be apparent that exactly this position arose in our analysis after Black's 8th move in the last variation. Instead of 9

Smyslov-Ragozin

Moscow, 1942

(with reversed colours and flanks)



Qa5, Smyslov played **9 Qa6**, preventing the rook check at d3. The idea is to keep the white king in the immediate vicinity of the pawn in the event of $9 \dots Rd7$ $10 Qa4 + Kb2$ $11 Qxd7$ $c2$ $12 Qb5 + Ka1$ (with the white king at e4 this position would be drawn) $13 Kd2$.

Ragozin replied **9 ... Rd1?**

No better is $9 \dots Rd2$ $10 Qa2 + Kc1$ $11 Qb3$ $c2$ ($11 \dots Rc2$ $12 Qb4$ $Kd1$ $13 Qb1 +$) $12 Qc3$, or $9 \dots Re8 + 10 Kd4$ $Rd8 + 11 Kc4$ $Rb8$ $12 Qa2 + Rb2$ $13 Qa5$ $Rb3$ $14 Qa4$.

10 Qa2 + Kc1 11 Qb3 c2 12 Qa2 Re1 + 13 Kd3 Resigns.

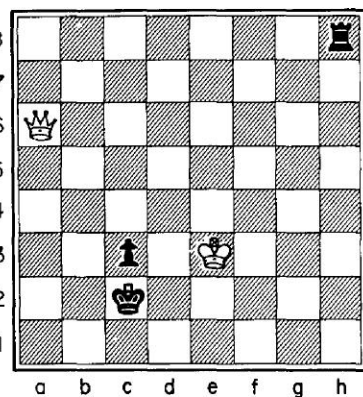
Smyslov's idea gave a new impetus to the research. It was established that instead of $9 \dots Rd1$ Black could have continued **9 ... Rh8** (423) or **9 ... Rb8** (424).

423. Let us define the plans of the two sides. Black intends to move his king and advance his pawn to c2, in certain cases at the cost of sacrificing his rook. White's task is to break through with his king to the pawn, for the time being not allowing its advance. But straightforward play does not succeed, for example: $1 Qa2 + Kc1$ $2 Kd3$ ($2 Kd4$ $c2!$) $2 \dots Rh3 + 3 Kc4$ $c2$ with a draw. Therefore White must first screen his king against

Henkin, 1981

423

=



checks while simultaneously restricting the rook's mobility.

1 Qe6 Kb2.

The rook cannot return to its former square: $1 \dots Rd8$ $2 Qa2 + Kc1$ $3 Qa5!$ $Re8 + (c8)$ $4 Kd3$. But $2 \dots Rb8$, which will be considered below, is quite acceptable.

2 Qf6! (attacking the rook, pinning the pawn, and threatening to bring the king into play) $2 \dots Rh3 + 3 Ke2$ ($3 Kc4$ $Kb1!$ $4 Qf1 + Kb2$ $5 Qxh3$ $c2$ —draw) $3 \dots Rg3!$

The best move. Consider the other possibilities:

(a) $3 \dots Ka3$ (other king moves lead to the loss of the rook) $4 Kd1$ $Kb2$ $5 Qb6 + Ka3$ $6 Kc2$.

(b) $3 \dots Rh2 + 4 Kd3$ $Rh3 + 5 Kc4$ $Rg3$ $6 Qb6 + Kc1$ $7 Qf2$ $c2$ $8 Qxg3$ $Kb2$ $9 Qc3 + Kb1$ $10 Kb3$ $c1 = Q$ $11 Qd3 + Ka1$ $12 Qa6 + Kb1$ $13 Qa2$ mate.

(c) $3 \dots Rh7$ $4 Qe5!$ $Rh3$ ($4 \dots Rf7$ $5 Kd3$ $Rf3 + 6 Kc4$ $Kb1$ $7 Qb5 + Kc1$ $8 Qh5$ $Rg3$ $9 Qh4$ $Re3$ $10 Qf2$) $5 Qb5 + Kc1$ ($5 \dots Ka2$ $6 Kd1$ $Rh2$ $7 Kc1$) $6 Qf5!$ $Rh2 +$ ($6 \dots Rh8$ $7 Kd3$ $c2$ $8 Kc3$) $7 Kd3$ $c2$ $8 Kc3$ $Kb1$ $9 Qb5 + Kc1$ $10 Qf1$ mate.

4 Qe5!

In the event of a $4 Qb6 +$ Black does not reply $4 \dots Kc1?$ (or $4 \dots Ka2?$ $5 Kd1$) $5 Qf2!$ $Rh3$ (otherwise $6 Kd3$) $6 Qf1 + Kb2$ $7 Qxh3$ $c2$ $8 Qh8 + Kb1$ $9 Qb8 + Ka2$ $10 Kd2$ etc.,

but 4 ... Kc2, and now 5 Qf2 Rg7! 6 Ke3+ Kb3! leads to a position where White can prevent the immediate ... c2 only by 7 Qf3, but after 7 ... Re7+ 8 Kd4 Rd7+ 9 Kc5 Rc7+ 10 Kb5 Kb2 he is all the same obliged to force a draw, as in the main variation.

4 ... Rg8!

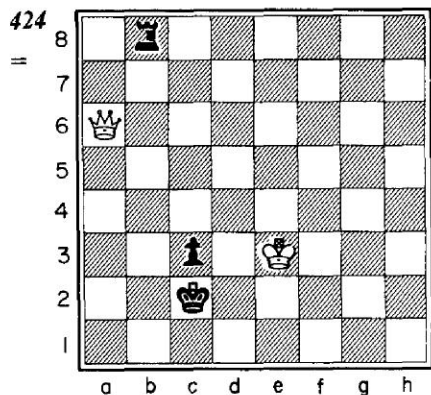
Each time the rook finds the only safe square. As we already know, 4 ... Rh3 loses to 5 Qb5+ Kc1 6 Qf5!

5 Kd3 Rd8+ 6 Kc4 Rc8+ 7 Kb4 Rc6 8 Kb5 Rc7!

8 ... Rc8 is also possible, of course, but the audacious move emphasizes how helpless the queen is. All the rook's squares cannot be taken away. Draw.

In the Smyslov-Ragozin game another move would also have drawn: **9 ... Rb8.**

Henkin, 1981



424. Here too Black defends successfully:

(a) **1 Kd4 Rb4+ 2 Kc5 Rh4 3 Qa2+ Kc1** with a draw, as in Gorgiev's study (415).

(b) **1 Qe2+ Kb3 2 Qd1+ Kb2** (not 2 ... c2? 3 Qd5+ Kb2 4 Qe5+ Ka2 5 Kd2) **3 Qh5 Rd8.**

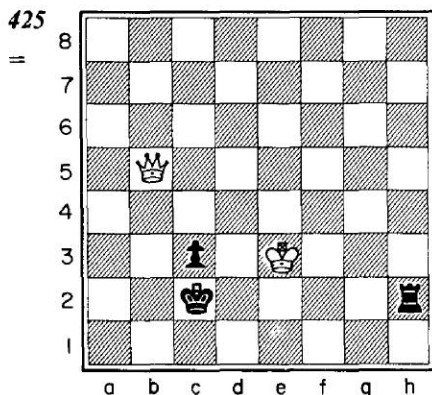
(c) **1 Qa2+ Rb2 2 Qa4+ (2 Qa1 Kb3) 2 ... Rb3 3 Kd4 Kb2 4 Kc4 Rb8 5 Qa5 c2!** This forces a draw, whereas 5 ... Rc8+? loses after 6 Kd3 c2 (6 ... Kb1 7 Qb4+ Kc1 8 Qa3+ Kb1 9 Qb3+ Ka1 10 Kc2) 7 Qb6+ Kc1 8 Qg1+! Kb2 9 Qg7+ Ka2 10 Qa7+ Kb2 11 Qb7+ and 12 Qxc8.

(d) **1 Qd6 Rb3 2 Ke2 Kb2 3 Qe5 Kc2 4 Qf5+ Kc1!** (4 ... Kb2? 5 Kd1 Ra3 6 Qc2+ Ka1 7 Kc1) **5 Qf4+ Kb2 6 Qd4 Kb1 7 Qe4+ Kc1!** (7 ... c2? 8 Kd2 Rb2 9 Kc3! Ra2 10 Qb7+ Kc1 11 Qh1 mate) **8 Qc4** (8 Ke1 c2) **8 ... Kc2!** (8 ... Kb2 9 Kd1) **9 Qd3+ Kc1 10 Ke1 c2! 11 Qc4 Kb2 12 Kd2 Rd3+!** and **13 ... c1=Q.**

And so, returning to the Smyslov-Ragozin game, we can state that Black missed at least two drawing possibilities. And this means that the question attached to position 421 must be resolved in favour of the weaker side.

But even so, we have seen with what difficulty, by several times finding the only move, Black gained a draw. Is it not possible to make things easier for him? It turns out that it is possible. But to do this we must return to a position from the Smyslov-Ragozin game, placing the rook at d2, which is where it was before it moved to d8. Instead of ... Rd8 Black has a clear draw by ... Rh2! (425).

Henkin, 1981



425. The idea of this defence is revealed in the variation **1 Qf5+ Kb2 2 Kd3 c2! 3 Qe5+ Kb1 4 Qb8+ Ka1!** (4 ... Ka2? 5 Qxh2) **5 Qa7+ Kb1 6 Qb6+ Ka2!** (6 ... Ka1? 7 Qg1+) **7 Qg1 Kb3!** (7 ... Ka3? 8 Kc3) **8 Qa1 Rh3+ 9 Ke4 Rh1 10 Qxh1 Kb2**, with a draw.

2 Qe5 is also not dangerous for Black: **2 ...**

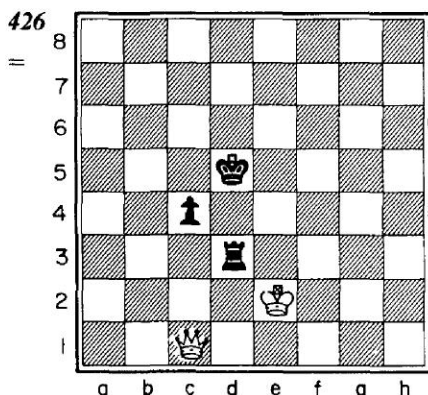
Rd2 3 Qb5+ Kc2! 4 Qa6 Kb2! (but not 4 ... Rh2? 5 Qa2+, or 4 ... Rd8? 5 Qa2+ Kc1 6 Qa5! Rc8 7 Kd3 Kb2 8 Qb4+ Kc1 9 Qa3+ Kb1 10 Qb3+ Ka1 11 Kc2) **5 Qb5+ Kc2 6 Qa4+ Kb2 7 Qb4+ Kc2 8 Qa3 Rd3+! 9 Ke4 Rd2**, and now after **10 Qa2+ Kc1 11 Qb3 c2 12 Ke3 Rh2** (12 ... Rd8 is also possible, as in one of the positions from example 422) he forces a draw: **13 Qb8 Rh3+** (only not 13 ... Kd1? 14 Qd6+ Ke1 15 Qg3+ Kf1 16 Qf4+! Ke1 17 Kd3!, when White wins as in position 327) **14 Ke2 Rb3! 15 Qc7 Kb1 16 Kd2** (16 Qh7 Kb2) **16 ... Rd3+! 17 Kxd3 c1=Q**.

Finally, in the variation **1 Qa6 Kb2 2 Qb7+ Kc2 3 Qa8** Black should not continue 3 ... Rd2? 4 Qa2+ Kc1 5 Qb3, or 3 ... Kb2? 4 Qb8+ and 5 Qxh2, but **3 ... Rh3+ 4 Kd4 Rh4+ 5 Kc5 Kb2 6 Qb7+ Ka2 7 Qf7+ Kb2**, and if **8 Qf6** (what else?), among other drawing possibilities the following forcing manoeuvre stands out: **8 ... Rh6! 9 Qg7 Rh7! 10 Qd4 Rh4! 11 Qe5 Rh5! 12 Qxh5 c2**.

This analysis is perhaps overloaded with variations, but this has been done deliberately, to demonstrate the reliability of Black's defence.

All positions with a bishop's pawn on the 4th rank should be evaluated depending on whether the white king is on the long side or the short side of the board.

from Chéron, 1950



426. White is unable to transpose into familiar winning positions. We will first try to attain Halberstadt's position, by the same way as in example 408.

1 Qg5+ Kc6! (of course, not 1 ... Kd4? 2 Qa5, when the white king crosses to the Q-side, with all the consequences following from this—420) **2 Qa5 Rb3 3 Qa1 Kd5!**

In position 408 the move 3 ... Kd7 (corresponding to 3 ... Kd5) was not of independent significance due to 4 Qg7+ etc. But here the queen is not able to occupy the 5th rank on the K-side with check, and different paths have to be sought.

4 Qf6 Rd3! 5 Qb6 Rb3! 6 Qa5+ Kc6 7 Kd2.

White tries to transfer his king to the Q-side before attaining Halberstadt's position, but this plan proves ineffective.

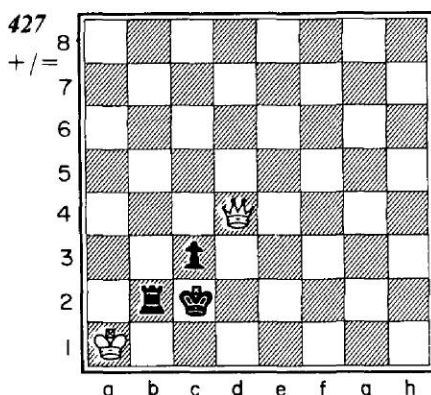
7 ... Rd3+ 8 Kc1 Rb3 9 Kc2 Kd6 10 Qf5 Kc6 11 Qe6+ Kc5 12 Qe5+ Kc6 13 Qd4 Kb5 14 Qd5+ Kb4 15 Qc6.

White appears to have achieved his aim, but Black, exploiting the fact that it is his turn to move, drives the white king back, after which the drawn position 421 is reached.

15 ... Rc3+ 16 Kd2 (the king cannot be maintained on the short side of the board) **16 ... Rd3+ 17 Ke2 Kc3.**

Positions with a bishop's pawn on the 3rd rank of type 426 will be drawn, while those of type 420 will be won for White.

Henkin, 1962



427. White to move transposes into a position from example 420.

1 Qc4! (in the event of **1 Qd5** Black can defend successfully, by exploiting the cramped position of the enemy king—**1 ... Rb4!**) **1 ... Rb1** +.

Any other rook move along the b-file leads to its loss, e.g. **1 ... Rb8 2 Qe2+ Kc1 3 Qf1+ Kc2 4 Qg2+ Kb3 (4 ... Kc1 5 Qg1+ and 6 Qh2+) 5 Qa2+ Kb4 6 Qb1** +. In the event of **1 ... Kd2 2 Qe4 Rb3** White does not play **3 Ka2? c2!**—draw, but **3 Qd5+ Kc2**, and only now **4 Ka2**, which after **4 ... Rb2+ 5 Ka3** leads to the main variation.

2 Ka2 Rb2 +.

If **2 ... Rd1**, then **3 Qe4+ Rd3 (3 ... Kc1 4 Kb3, or 3 ... Kd2 4 Kb3 Rc1 5 Kc4 Rc2 6 Qd4+ Kc1 7 Kb3) 4 Qf5! Kd2 5 Qf2+ Kc1 (5 ... Kd1 6 Kb1) 6 Qe1+ Kc2 7 Ka3 Rd4 8 Qe2+ Rd2 9 Qe4+ Rd3 10 Kb4 Kd2 11 Kc4** etc.

3 Ka3 Kd2.

Or **3 ... Kb1 4 Qf1+ Kc2 5 Qe2+ Kc1 6 Qd3 Rc2 7 Qd4 Kb1 8 Qd1+ Rc1 9 Qb3+ and 10 Qa2** mate. On **3 ... Rb1** White wins by **4 Qe4+ Kc1 5 Qe2 Rb2 6 Qd3**.

4 Qe4, and White wins as in example 420.

If it is Black to move, he gains a draw by improving the position of his king: **1 ... Kb3!**, and then in the course of play he drives the enemy king to the opposite wing by checks along the 2nd rank, attaining position 426.

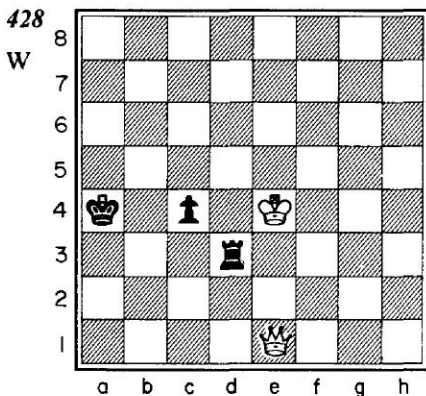
Armed with our knowledge of the basic positions of this type of ending, we can now turn to an analysis of virtually the most difficult position.

428. The analysis of almost every ending begins with a search for paths leading to positions where the result is already known. In other words, the task is to transform an untypical position into a typical one.

The configuration on the board resembles example 426. It would be sufficient for Black to play **1 ... Kb3**, when a position assessed by theory as drawn would be reached. But it is White to move, and he tries to prevent this.

1 Qb1 Rb3?

Gutman-Holtz
Moscow, 1970

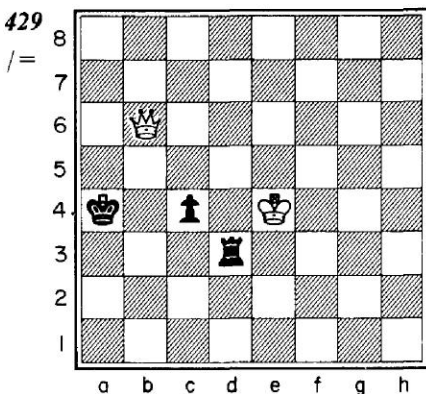


win or draw?

We will endeavour to demonstrate by specific variations that this move is wrong. But it is not just a matter of variations, which would be difficult to take account of even in adjournment analysis, but rather of general considerations. Until the king is united with the pawn, the rook should not voluntarily leave the d-file, unless this should inevitably lead to a familiar drawn position.

Instead of **1 ... Rb3?** Black should have continued **1 ... Ka5**, which after **2 Qb7 Ka4 3 Qb6** leads to this position:

Henkin, 1981



429. Black appears to be in *zugzwang*, but he finds a precise way to draw.

3 ... Ka3! 4 Qb5 Rc3! (Black is aiming for the drawn position 413) **5 Kd4** (5 Qb1 Rd3) **5 ... Rc1** (5 ... Rc2? 6 Qb1 Rb2 7 Qc1) **6 Ke3 Rc2!**

The rook occupies the main defensive line at the very moment when the white king has moved away from the pawn, and threatens to break through to the rear. **6 ... Ka2?** loses to **7 Kd2**.

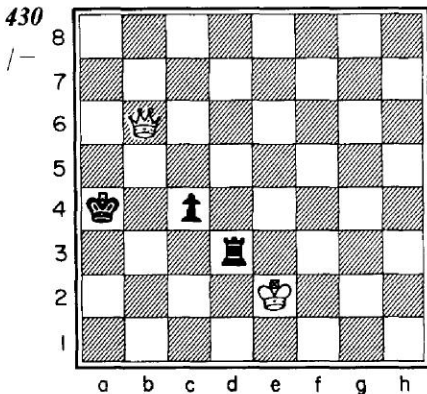
7 Qb1 Rb2 8 Qa1 +.

If **8 Qd1**, then **8 ... c3 9 Qa1 + Kb4!**, or **9 Qd6 + Kb3 10 Qc5 Rd2 11 Qb5 + Kc2** (426).

8 ... Kb3 9 Kd4 Rd2 + 10 Kc5 Ra2 11 Qb1 + Rb2 12 Qd1 + Rc2 13 Kd4 Kb2 14 Ke3 Kb3! (but not **14 ... Rc1?** **15 Qd4 + Kb1 16 Qb6 + Ka2 17 Kd2**) **15 Qa1 Ra2 16 Qb1 + Rb2 17 Qd1 + Rc2 18 Kd4 Kb2**, and White has attained Frink's position (413).

Let us return to position 429, and instead of **3 ... Ka3!** play **3 ... Rd2 4 Ke3 Rd3 + 5 Ke2** (430).

Henkin, 1981



430. This position differs from the previous one only in the placing of the white king, but this seemingly insignificant difference has an important effect on the evaluation. The king gains the opportunity to join more actively in the play, and Black loses in all variations. The methods of attack and defence are highly instructive.

We can immediately reject **5 ... Ka3** (which saved Black in the previous position) due to **6 Qb5 Rb3** (**6 ... Rc3 7 Kd2**) **7 Qc5 +** (but not **7 Qxc4? Rb2 +**, with a draw as in position 301) **7 ... Rb4 8 Kd2 Kb3** (**8 ... Ka4 9 Kc2**) **9 Qe5 Ra4 10 Qc3 + Ka2 11 Kc2**.

The main variation begins after **5 ... Rb3 6 Qc5**, when two branches must be considered:

(a) **6 ... Rc3 7 Kd2 Rd3 + 8 Kc2 Rc3 +** (stalemating ideas are very typical in positions with a bishop's pawn) **9 Kb2 Rb3 + 10 Ka2 Rc3** (**10 ... Rb4 11 Qd5 c3 12 Qc6 +**), and White wins by a typical queen manoeuvre: **11 Qc6 + Ka5 12 Qd5 + Ka4 13 Qd7 + Ka5(b4) 14 Qd2!**.

(b) **6 ... Rb2 + 7 Kd1! Kb3 8 Qb5 + Kc3** (**8 ... Ka3 9 Qe5 Kb3 10 Kc1** comes to the same thing) **9 Qe5 + Kb3 10 Kc1 Rc2 + 11 Kb1 Rd2 12 Qb5 + Kc3 13 Qa5 +! Kd3 14 Qe5! Rd1 +** (**14 ... c3 15 Qd5 + Ke3 16 Qc4 c2 + 17 Kc1—327**, or **14 ... Re2 15 Qd5 + Kc3 16 Qf3 + Kd2 17 Kb2 Re3 18 Qg2 + Re2 19 Qd5 + and 20 Kc3**) **15 Kb2 Rd2 + 16 Ka3 c3** (**16 ... Rc2** or **16 ... Kc2—17 Kb4**) **17 Qd5 + Kc2** (**17 ... Ke2 18 Qe4 + Kd1 19 Kb3 c2 20 Qh1 + Ke2 21 Kc3 Ke3 22 Qh6 +**, or **17 ... Ke3 18 Qc4 Rd3 19 Kb3 Kd2 20 Qf4 + Kd1 21 Qf1 + Kd2 22 Qf2 +**) **18 Qe4 + Rd3 19 Kb4 Kd2 20 Kc4 Re3 21 Qg2 + Kd1 22 Qg1 + Kd2 23 Qf2 + Re2 24 Qd4 +**, and White finally wins the pawn.

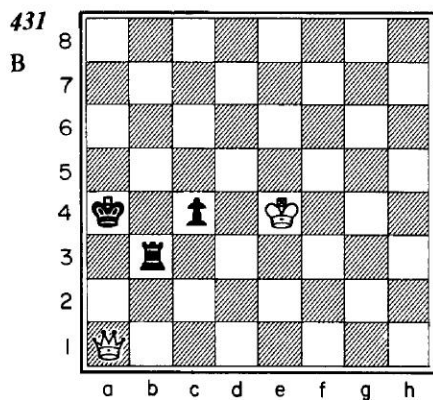
Let us return to position 428. After **1 Qb1 Rb3?** White played **2 Qg1**. This move too must be criticized, since, as we will see later, it throws away the win.

Let us try playing **2 Qa1 +** (431).

431. The point of this move is, if only for an instant, not to allow the rook to return to the d-file, and to exploit the tempo gained for the white king to cross the Rubicon. The main variations are:

(a) **2 ... Ra3** (hoping to regain the lost time after the queen moves) **3 Qc1!** (a further attack, and the tempo gained is retained) **3 ... Kb4** (**3 ... c3 4 Kd4 Kb4 5 Qf1 Rb3 6 Qa6 Ra3 7 Qb6 + Ka4 8 Kc4**) **4 Kd5 Rd3 +** (**4 ... Rc3 5 Qe1 Kb3 6 Qb1 + Ka3 7 Kd4**) **5 Kc6**.

Henkin, 1981



win or draw?

Now two branches are possible:

(a1) 5 ... Rh3 6 Qb1 + Rb3 (6 ... Kc3 7 Kb5) 7 Qe1 + c3 (7 ... Ka3 8 Kc5) 8 Qe7 + Ka4 9 Qa7 + Kb4 10 Qc5 + Ka4 11 Kd6! (zugzwang) 11 ... Ra3 12 Qc4 + Ka5 13 Kc5.

(a2) 5 ... c3 6 Qb1 + Kc4 7 Qb5 + Kd4 8 Qc5 + Ke4 9 Kb6! (the same zugzwang position as in the previous variation, but on the other side of the board) 9 ... Kf3 (9 ... Re3 10 Qc4 +) 10 Kb5 Ke2 11 Kb4 Kd2 12 Qf2 + Kd1 13 Kc4 Rd2 14 Qf3 + etc.

Black should play differently:

(b) 2 ... Kb4! (regarding 2 ... Kb5, cf. the game continuation) 3 Kd5 Kb5! (the best defence; Black again threatens to drive back the enemy king) 4 Kd6 Rd3 + (4 ... c3? 5 Kd5 c2 6 Qf1 +! —but not 6 Qc1? Rd3 +! 7 Ke4 Rc3 8 Qb2 + Kc4 with a draw—6 ... Ka5 7 Qc4 Rd3 + 8 Kc5) 5 Kc7 c3.

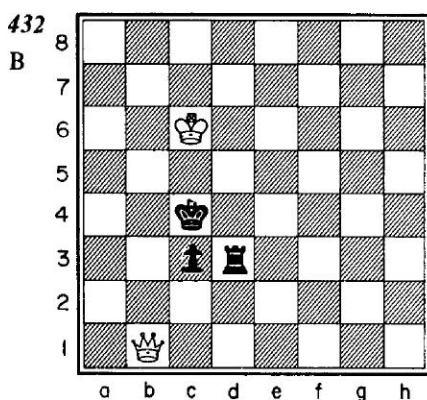
As a result White has nevertheless failed to gain a tempo, since (in comparison with the previous variation) his king is a step further away from the pawn. But the poor placing of the black pieces compensates to some extent for this loss.

6 Qb1 + Kc4 7 Kc6 (432).

432. The result depends on each move. The position demands a thorough analysis.

7 ... Kd4 allows the enemy king to ap-

Henkin, 1981



win or draw?

proach: 8 Kb5 Rd2 (8 ... Ke3 9 Kc4) 9 Qb4 + Kd3 10 Qc4 + Kc2 11 Kb4. This means that the rook must be moved. But where to? Its mobility is seriously restricted.

We will first show two pretty mates: 7 ... Rd4 8 Qb5 mate, and 7 ... Re3 8 Qb5 + Kd4 9 Qd5 mate. Note also that 7 ... Rd8 does not work due to 8 Qb5 + Kd4 9 Qb6 +, while after 7 ... Rh3 (7 ... Rf3 8 Qe4 +) 8 Qf1 + Rd3 (8 ... Kh3 9 Qxh3, and Black cannot advance his pawn due to the pin) 9 Qe2 Kd4 10 Kb5 the white king approaches the pawn unhindered.

Two possibilities remain:

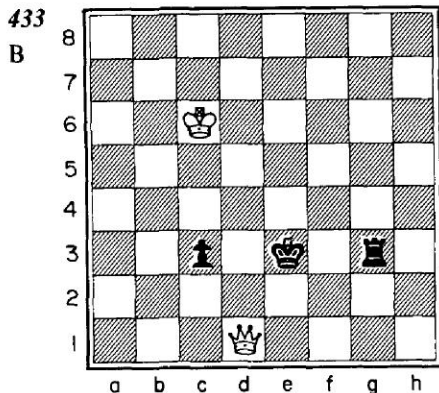
(b1) 7 ... Rd2 8 Qb5 + Kd4 9 Qc5 + Kd3 10 Kb5 Rb2 + (10 ... c2 11 Kb4 Ke2 12 Kb3 Kd1 13 Qg1 + Ke2 14 Kb2 Kd3 15 Qg3 + Ke4 16 Kc1 —327, or 10 ... Rd1 11 Qf5 + Kd2 12 Kc4 c2 13 Qf2 + Kc1 14 Kc3) 11 Ka4 Kd2 (11 ... c2 12 Qa3 +) 12 Qd4 + Kc2 13 Qe4 + Kd2 14 Ka3, and we reach a position from example 420.

(b2) 7 ... Rg3! 8 Qb5 + Kd4 9 Qd5 + Ke3.

Now white can win the rook: 10 Qe5 + Kd2! 11 Qxg3, but after 11 ... c2 the remoteness of his king tells, and Black gains a draw.

The most unpleasant move for Black is 10 Qd1! (433).

Henkin, 1981



win or draw?

433. Here the queen occupies an ideal position, placing the maximum restriction on the mobility of all three enemy pieces, which is revealed in the variation 10 ... Rg4 11 Qxg4 c2 12 Qg5+, or 10 ... Rg5 11 Qc1+ Kd3 12 Qxg5, and the c1 square is still under its control.

10 ... Rg2 suggests itself, but this move fails to save Black: 11 Kc5 c2 (11 ... Rd2 12 Qb3 Kd3 13 Qc4+ Kc2 14 Kb4) 12 Qe1+ Re2 (12 ... Kd3 13 Kb4 Rg4+ 14 Kb3 Rc4 15 Qg3+ Kd2 16 Qg5+ Kd3 17 Qd5+ Rd4 18 Qf3+ Kd2 19 Qc3+) 13 Qc3+ Kf4 14 Kd5! (14 Kc4 Re4+) 14 ... Rf2 15 Kd4 Re2 16 Qb2 Kf3 17 Qc1, and White wins (327).

This means that White wins after all? We will not jump to conclusions, but will consider the strongest reply: **10 ... Rg8!**

The rook intends to support the advance of the pawn from behind. How can this threat be neutralized? If 11 Qb3 Kd2 12 Qd5+ Kc1! 13 Qxg8 c2—draw, while 11 Qc2 is also unpromising: 11 ... Rc8+ 12 Kb5 Rb8+ 13 Ka4 Ra8+ 14 Kb3 Rb8+, and the king cannot go round the pawn via a2 due to 15 ... Rb2+. If instead of 12 Kb5 the king heads in the opposite direction—12 Kb7(d7), it is not able to drive the rook off the c-file: 12 ... Rc5, and after 13 Qc1+ Ke2 the queen

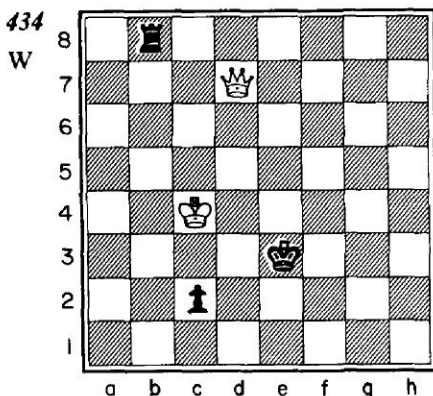
must again return to the blocking square.

11 Kb5 Rc8.

Things are easy for White after 11 ... Rb8+? 12 Ka4 Rc8, which brings the king closer to the pawn and leads to a quick win: 13 Qd7 Rc4+ (13 ... Rc5 14 Kb4 c2 15 Qe7+ Kd2 16 Qd6+!) 14 Kb3 c2 15 Qe6+ Kd2 16 Qd5+!

12 Qd7 Rb8+ 13 Kc4 c2 (434).

Henkin, 1981



win or draw?

434. In this amazing position, where Black's forces are apparently scattered and subjected to constant attacks, they display exceptional vitality and ideal coordination.

White has several active plans. He can try to win the pawn with check, or, again with check, occupy one of the squares on the c-file and then play his king to the d-file, or, finally, he can control c1 with a check from the 1st rank (or from the c1–h6 diagonal), then move his king to force the rook to go to c8, and begin pursuing it. But each of these attempts is parried by subtle manoeuvring with the king. The threats of queening the pawn and checking with the rook at c8 restrict White's actions.

14 Qd3+.

After 14 Qd4+ Ke2 15 Qd3+ a draw is inevitable: 15 ... Ke1 16 Qc3+ Kd1 etc. The king must not be allowed either onto the 2nd,

Queen against Rook and Pawn

or the 1st rank, but must be driven as far away from the pawn as possible.

14 ... Kf4 15 Qd4+!

If 15 Qf1+ Ke3 16 Qe1+ (after 16 Qc1+ Kf3 the white king cannot advantageously move off the c-file, since it comes under attack by the rook from the rear) 16 ... Kf3! (not 16 ... Kf4? 17 Kd3 Rc8 18 Qe4+, and White soon picks up the rook) 17 Kd3, then Black is saved by tactics: 17 ... c1=Q! 18 Qxc1 Rd8+ and 19 ... Rc8+, winning the queen.

15 ... Kf5.

The king cannot return to the 3rd rank: 15 ... Kf3 16 Qc3+ Kf4 (16 ... Ke2 or 16 ... Ke4—17 Qxc2+) 17 Kd5 (17 Kd3 Rb3!) 17 ... Rd8+ 18 Ke6 Re8+ 19 Kd7! Re2 20 Kd6, and White wins.

16 Qf2+.

16 Qc5+ does not succeed due to 16 ... Ke4!, when the white king cannot move off the c-file. It is on this idea that Black's entire defence is based: as soon as the queen occupies c5, the king goes to e4, taking the opposition.

Now Black does not have a very wide choice. For example, he cannot play 16 ... Ke4 17 Qxc2+, or 16 ... Kg5 17 Qc5+ and 18 Kd3. But perhaps he should go to the aid of his rook, to secure the c8 square for it? Let us try: 16 ... Ke5 17 Qe3+ Kd6 18 Qd4+ Kc7 19 Qc5+, and now the study-like play is enriched by two echo-mates: 19 ... Kb7 20 Kb5! Rc8 21 Qb6+ Ka8 22 Ka6, or 19 ... Kd7 (19 ... Kd8 20 Qd6+ Kc8 21 Qc6+ Kd8 22 Kd5 Rb5+ 23 Kd6) 20 Kd5! Rc8 21 Qd6+ Ke8 22 Ke6.

16 ... Kg4!!

By this unexpected move Black maintains the balance, although his small army is scattered over the entire board.

17 Qg1+ Kf5!

17 ... Kf4 is bad due to 18 Kd3 Rc8 19 Qe3+ Kf5(g4) 20 Qh3(e6)+.

18 Kd4 Rc8!

Not 18 ... Rd8+? 19 Ke3, and in all cases White wins the rook or the pawn: 19 ...

Re8+ 20 Kf3 Re5 (20 ... Rc8 21 Qg4+) 21 Qg4+ Kf6 22 Qc4; 19 ... Rc8 20 Qf1+ Ke5 (20 ... Ke6 or 20 ... Kg6—21 Qa6+) 21 Qf4+ Kd5(e6) 22 Qf5(g4)+. But now Black successfully avoids double attacks.

19 Qf1+ (19 Qf2+ Ke6) 19 ... Kg5! (19 ... Kg4? 20 Qe2+ Kg3 21 Qe5+ etc.) 20 Qc1+.

If 20 Qb5+?? Kh4!, and Black even wins, while after 20 Qg2+ Kf6 the king succeeds in defending the rook: 21 Qf3+ Ke7 22 Qb7+ Kd8.

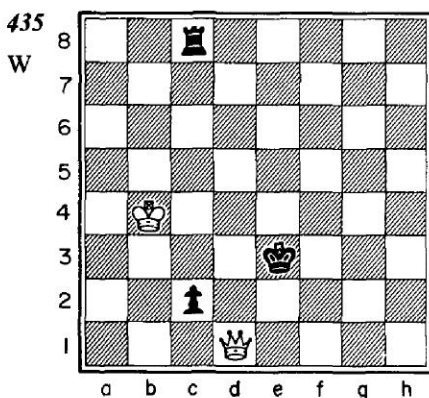
20 ... Kf5!

The king manoeuvres so that, depending on circumstances, it can support either the rook or the pawn.

21 Kd5 (21 Kd3 Ke6) 21 ... Rd8+ 22 Kc6 Rc8+ 23 Kd7 (23 Kd6 Ke4) 23 ... Rc3! 24 Kb6 Ke4. Draw.

Couldn't White have won in the slightly modified position which would have arisen from position 433 after 10 ... Rg8 11 Kb5 Rc8 12 Kb4 (instead of 12 Qd7) 12 ... c2? (435).

Henkin, 1981



win or draw?

435. Since 13 Qc1+ Ke2 leads to a position where the queen is eternally tied to the blockading square, and the king to the a- and b-files (13 Kb5 Rc7 14 Kb6 Rc8 15 Kb7 Rc3 16

Qb2 Rb3+!; there are also other drawing possibilities, but this is the most forcing), White's only chance is to try and pick up the rook with a double attack.

13 Qg1+ Kf3!

All other moves lose: 13 ... Kd2 14 Qg5+ Ke1 (14 ... Kd1 15 Qg4+ Kd2 16 Qd7+!—the leitmotif of White's play) 15 Qe7+ Kf2 16 Qf6+ Kg3 17 Qg5+ Kh2 18 Qh4+ and 19 Qg4+. Black has to retreat his king towards his rook, without allowing a double attack.

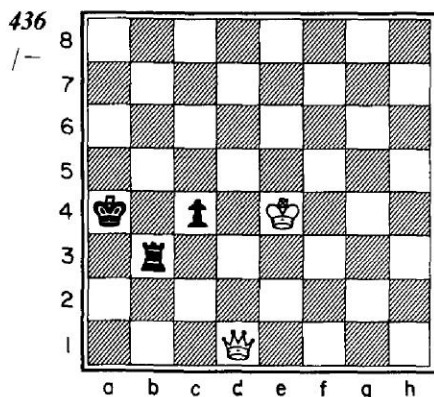
14 Qf1+ (14 Qh1+ Kg3!) 14 ... Ke4! (14 ... Kg4? 15 Qg2+ Kf4 16 Qh2+ Ke4 17 Qh7+, and White wins) 15 Qg2(h1)+ Ke5! 16 Qg3(h2)+ Kd5! 17 Qd3+ Ke5! 18 Qe3+ (18 Qg3+ Kd5) 18 ... Kd6 19 Qd3+ Ke7, and White has to agree to perpetual check.

Thus positions 429–435 must be drawn. There is logic in this: the tempo which White gained in position 431 was subsequently lost, since his king was one square further away from the centre of events.

But can't this tempo be retained?

It turns out that it can. For this we must return to the game (428), and, after repeating its beginning—**1 Qb1 Rb3?**, make the best move, which wins that tempo that White has been lacking: **2 Qd1!!** (436).

Henkin, 1981



436. Not only the pin, but also the possibi-

lity of the queen penetrating with check into the enemy rear (which it was deprived of in position 431) allows White subsequently to establish his king at c6, and not at c7, as in the previous position.

Only one continuation, differing from the variations analysed earlier, is worth considering.

2 ... Kb4 (a move which saved Black in position 431) **3 Qd6+!** (but this check brings White victory) **3 ... Kc3** (after 3 ... Kb5 4 Qe5+ Kb4 5 Kd5 a position from the game is reached; it is considered below) **4 Kd5! Rb5+** (otherwise 5 Kc5) **5 Kc6 Ra5.**

Now White must drive the rook off the 5th rank and ensure the approach of his king to the pawn.

6 Kb6 Rh5 7 Qd1! Rf5.

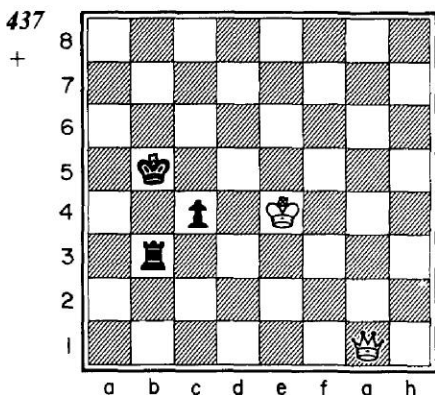
The attempt to prepare an attack from the rear is prevented by double attacks: if 7 ... Rh8 or 7 ... Rh7, then 8 Qa1+.

8 Qc1+ Kd4 9 Qd2+ Ke4 10 Qc2+, and White wins.

Thus this ending was solved 'simply', without any brilliance. On the other hand, its analysis enabled us to eliminate several blank spots in theory.

Now let us again return to position 428, and repeat the initial moves: **1 Qb1 Rb3? 2 Qg1?**

Black replied **2 ... Kb5?** (we already know that he could have drawn by 2 ... Rd3 3 Qb6 Rd2 or 3 ... Ka3).



Queen against Rook and Pawn

437. Here the white king breaks through to the rear under the most favourable circumstances.

3 Qg5+ Kb4 4 Kd5 Rd3+ (4 ... c3 5 Qe7+) 5 Kc6 Kb3 (5 ... c3 6 Qb5+, or 5 ... Rc3 6 Qb5+ Ka3 7 Qb1) 6 Qb5+ Kc2 7 Kc5 c3 8 Kb4! (the king penetrates to the short side of the board, which is almost always decisive in such positions) **8 ... Rd4+ 9 Ka3 Rd2 10 Qf5+ Kc1 11 Qe5 Kc2 12 Qe4+ Kc1 13 Kb3 c2 14 Qe1+ Rd1 15 Qc3 Resigns.**

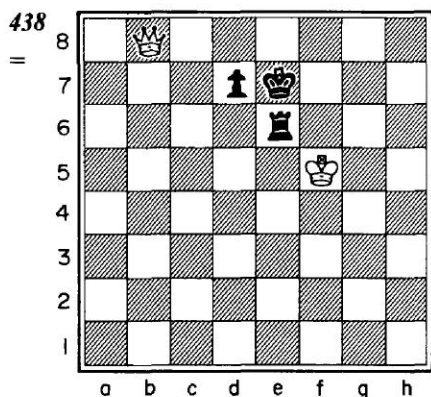
Thus 15 moves of an apparently simple ending demanded a knowledge of a large number of typical positions and technical procedures, as well as ... many hours of analytical work.

3.235 Pawn on its initial square

Positions with a pawn on its initial square must be considered separately. They contain as many subtleties as all the other endings of this type.

We will begin with central pawns.

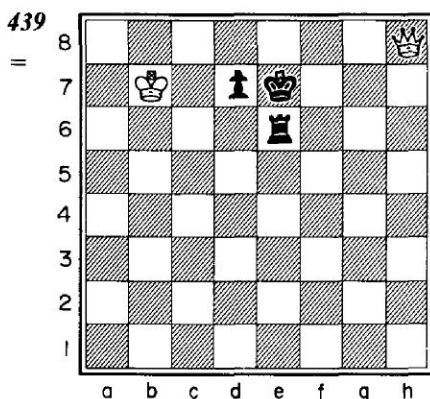
Philidor, 1777



438. Black has set up a fortress. The rear square d8 is inaccessible to the queen, and the black king cannot be forced to occupy the square in front of the pawn, nor can the pawn be forced to move. The rook manoeuvres

between the two strong points, c6 and e6, not allowing the white king across the 6th rank.

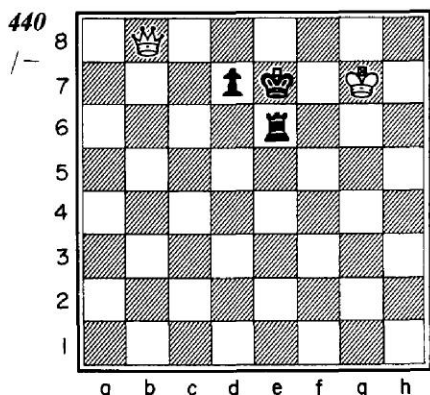
In certain situations even the breakthrough of the king is not dangerous.



439. The attempt to approach the pawn by 1 Kc7(c8) is parried by a check at c6. On 1 Qg7+ Black does not reply 1 ... Kd8? 2 Qf8+ Re8 3 Qf6+ Re7 4 Qg5, or 1 ... Kd6? 2 Qf8+ Re7 3 Kc8 Ke6 4 Kd8 Rf7 5 Qh6+ etc., but 1 ... Ke8 2 Qg5 Rc6, maintaining his defensive lines.

If the white pieces change wings, the assessment changes.

Henkin, 1981

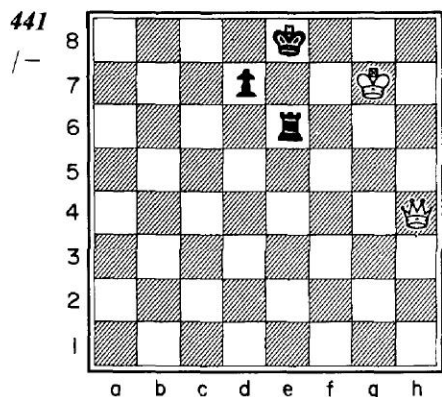


440. The mate threat allows the queen to seize d8: 1 ... Rc6 (1 ... Rd6 2 Qb4 Ke6 3

Kf8) 2 Qf8+ Ke6 3 Qf6+ Kd5 4 Qd8 Kd6 5 Kf7 Rc5 6 Qb6+ Rc6 7 Qb8+ Kd5 8 Ke7, and the white king has broken through to the pawn.

An analogous situation arises in the following position, where the queen cuts the king off from the left flank.

Henkin, 1981



441. The queen is threatening to penetrate to the rear via h8: 1 ... Re7+ 2 Kg8 Re6 (2 ... Re5 3 Qf6) 3 Qg3! Ke7 (3 ... Rb6 4 Qe5+ Kd8 5 Qa5 Kc7 6 Kf7 Kc6 7 Ke7) 4 Kg7 Rc6 (4 ... Re4 or 4 ... Re2—5 Qf3) 5 Qe5+ Kd8 (5 ... Re6 6 Qb8—440) 6 Qb8+ Rc8 7 Qb6+ Ke8 (7 ... Rc7 8 Qa5) 8 Qf6, and White wins.

The occupation by the queen of the d8 square normally sets the defender insoluble problems.

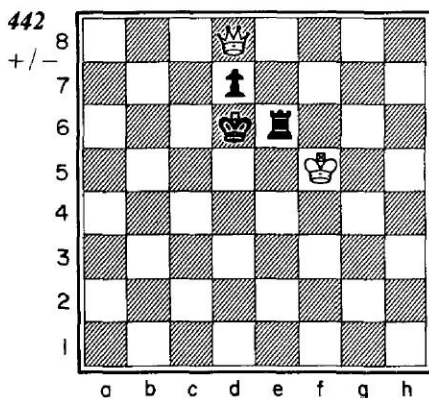
442. White's problem is either to break through to the pawn with his king, or to force its advance. Black tries to prevent this plan, aiming to attain the drawn positions 438 or 439.

If it is Black to move he is in *zugzwang*, and is forced to allow the enemy king across the 6th rank.

1 ... Re5+.

1 ... Kc6 is no better: 2 Qb8 (positions of this type are the most unpleasant for the defender, since the king deprives the rook of one of its strong points) 2 ... Rd6 (2 ... Rh6

Henkin, 1962 and 1981



3 Qc8+) 3 Qc8+ Kd5 4 Qc7, while any other rook moves along the e-file lead to its loss, e.g. 1 ... Re1 2 Qb6+ Ke7 3 Qb4+, or 1 ... Re2 2 Qb6+ Ke7 3 Qf6+ Ke8 4 Qh8+ Ke7 5 Qh4+ Kd6 6 Qb4+ Kc7(d5) 7 Qc4(b5)+.

2 Kf6 Re6+ (2 ... Rb5 3 Qc8) 3 Kf7 Re5 4 Qb6+ Kd5 5 Qc7, and after 5 ... d6 play reverts to position 377.

If White begins, he is not able to give Black the move. If the queen moves from d8 the king immediately occupies one of the squares c7 or e7, with a sure draw. But even so White succeeds in destroying the coordination of the enemy pieces, by consistently creating or threatening to create a *zugzwang* position.

The following play is the key to understanding positions of this type. We will examine it in detail.

1 Kg5 Re2.

The only square available to the rook. In the previous variation it came under a double attack here, but with the king at g5 (or f4) it avoids this: 2 Qb6+ Ke7 3 Qf6+ Ke8 4 Qh8+ Ke7, and the queen is not able to give a winning check at h4.

2 Kf4.

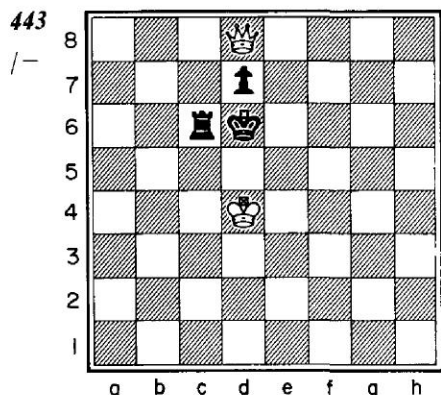
Now the rook has to move off the e-file, since 2 ... Re6 3 Kf5 leads to *zugzwang* (cf. the initial position), and 2 ... Re1 3 Qb6+ to the loss of the rook.

2 ... Rf2+ 3 Ke3 Rc2 4 Kd3.

It is fatal now for the rook to continue its wanderings: 4 ... Ra2 5 Qb6+ Ke7 6 Qb4+ Kd8 7 Qh4+ Ke8 (the c-file is inaccessible to the king due to 8 Qc4+) 8 Qf6! (stalemating the king and not allowing the rook onto the 6th rank) 8 ... Ra5 (the rook cannot be maintained in White's rear: 8 ... Rg2 9 Qh8+ Ke7 10 Qh4+ Kd6 11 Qf4+ and 12 Qe4+) 9 Kc4! Ra2 (9 ... Ra7 10 Qe5+) 10 Kb5! (threatening to break through to the rear) 10 ... Re2 11 Qh8+ Ke7 12 Qh4+ Kd6 13 Qb4+, followed by 14 Qc4+ or 14 Qe7+.

Returning the rook to the protection of the pawn also does not ease things for Black, since after 4 ... Rc6 5 Kd4! (443) he is in zugzwang.

Henkin, 1981



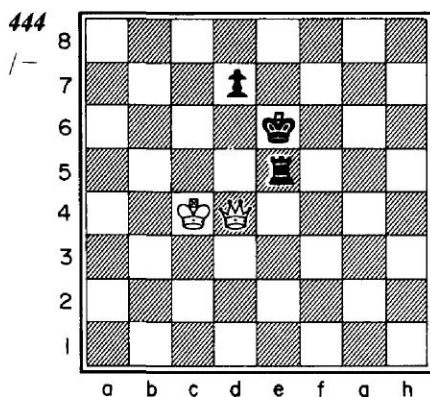
443. 1 ... Rc2 (1 ... Rc1 2 Qf6+ and 3 Qf4+) 2 Qa5!, and Black does not have a single reasonable move. We will work through all the possibilities, since they will facilitate our subsequent analysis: 2 ... Rc1 3 Qa3+; 2 ... Rc6 3 Qe5 mate; 2 ... Rc7 3 Qd5+ Ke7 4 Qe5+ Kd8 5 Qa5!; 2 ... Rc8 3 Qe5+ Kc6 4 Qc5+ Kb7 5 Qd6 Rc7 6 Kd5 Kb8 7 Qe5 Kc8 8 Qe8+ Kb7 9 Qd8; 2 ... Rb2 3 Qa3+; 2 ... Re2 3 Qa6+; 2 ... Rg2 3 Qd5+; 2 ... Rh2 3 Qe5+; 2 ... Kc6 3 Qa4+; 2 ... Ke7 3 Qg5+ Kd6(e8) 4 Qg6+ or 3 ... Kf7 4 Qf5+; 2 ... Rf2 3 Qc5+ Ke6 4 Qd5+ Ke7 (4 ... Kf6 5 Qd6+) 5 Qg5+

Kf7 (5 ... Kd6 6 Qg3+, or 5 ... Ke8 6 Qe3+) 6 Qh5+ Kf8 (6 ... Ke7 7 Qh4+, or 6 ... Ke6 7 Qh3+ Kd6 8 Qg3+) 7 Ke5, and White wins.

We will return to the main variation and make the most tenacious move for Black: 4 ... Rc5! (446).

The rook has occupied a new defensive line, and evicting it from the 5th rank, without at the same time allowing it onto the strong points c6 or e6, is far from easy. We will show the zugzwang position for which White is aiming.

Henkin, 1981



444. On the 5th rank there are three squares available to the rook, but in occupying them it drags the king after it, diverting it from the defence of the pawn. White's combined attack disorganizes the defence:

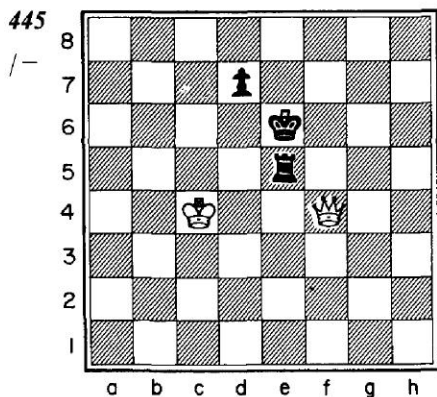
(a) 1 ... Rf5 2 Qg4! Kf6 3 Kd4 Rf1 4 Kd5, winning the rook or the pawn.

(b) 1 ... Rh5 2 Qg4+ Rf5 3 Kd4 Kf6 4 Qh3 Rf4+ 5 Kd5, with the same result.

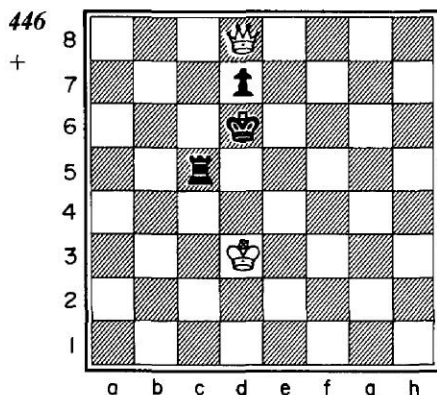
(c) 1 ... Rg5 2 Qb6+! (2 Qe3+ Re5) 2 ... Ke7 (2 ... Kf7 3 Qd8) 3 Qe3+ Kf6 4 Qf4+ Rf5 5 Qd6+, and Black loses his pawn.

445. 1 ... Rf5 and 1 ... Rh5 are considered in the previous position. There remains 1 ... Ra5, on which there follows 2 Qh6+! Ke7 (2 ... Kf7 3 Qd2! Ra7 4 Qf2+) 3 Qe3+ Kf7 (3 ... Kd6 or 3 ... Kd8—4 Qb6+) 4 Qf2+ Ke7(e8) 5 Qe1+.

Henkin, 1981*



We will continue our analysis of the main variation, presenting the resulting position in a diagram.



446. 5 Qf8+ Kc6 6 Kd4 Rd5+.

The rook does not have a better square: 6 ... Rb5 7 Qc8+ Kd6 8 Qa6+, or 6 ... Ra5 7 Qf3+ Kd6 (7 ... Kb6 8 Qb3+ Rb5 9 Qf7 Kc6 10 Qc4+ Kb6 11 Qc8) 8 Qg3+! Kc6 (8 ... Ke7 or 8 ... Ke6—9 Qe1+) 9 Qc3+ Kb6 10 Qb4+ Rb5 11 Qd6+.

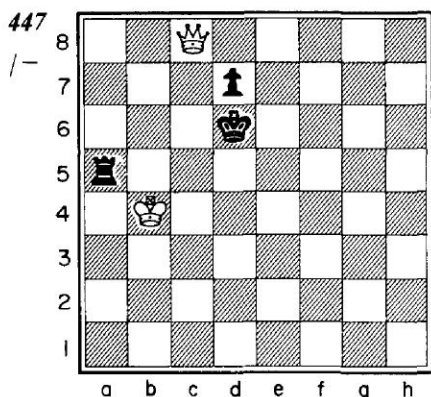
7 Kc4 Ra5.

* If the queen is placed at f8, this too will be a *zugzwang* position; the only additional variation is 1 ... Re4+ 2 Kc5 Re5+ 3 Kb6, and the king breaks through to the pawn. But with the queen at b8, after 1 ... Re4+ 2 Kc5? Ke7! Black gains a draw, since he cannot be prevented from playing his rook to e6, e.g. 3 Qd6+ Kd8 4 Qf8(f6)+ Kc7 (438).

Now, when the white king has blocked the c-file, this move is possible. On the contrary, after 7 ... Re5 8 Qf3+ Kd6 (8 ... Kb6 9 Qf6+ Re6 10 Qd8+ Kc6 11 Qc8+ Kd6 12 Qc5 mate) 9 Qf4 Ke6 10 Qd4! the *zugzwang* position 444 is reached.

8 Qc8+ Kd6 9 Kb4 (447).

So that Black should not be able to regroup, White all the time attacks the rook or keeps it in his sights. Now the rook has several free squares on the 5th rank, but on not one of them will it feel safe.



447. We will confirm this with concrete variations:

(a) 9 ... Rd5 10 Qg8!:

(a1) 10 ... Rd4+ (10 ... Rd2 11 Qg3+, or 10 ... Rd1 11 Qg3+ Ke7 12 Qh4+ Kd6 13 Qh2+!) 11 Kb5 Re4.

If 11 ... Kc7, then 12 Qg3+ Kb7 (12 ... Kd8 13 Qg5+, winning the rook) 13 Qf3+ Kb8 14 Kc5, and on any square the rook comes under a double attack.

12 Qg3+ Ke7 13 Qg5+ Kd6 (13 ... Ke6 14 Qg6+ Kd5 15 Qf5+, or 14 ... Ke5 15 Qe8+) 14 Qc5+ Ke6 15 Kb6, and the king breaks through to the pawn.

(a2) 10 ... Re5 (10 ... Kc6 11 Qg2 Kd6 12 Qe4 Re5 13 Qf4 Kd5 14 Kb5 Re6 15 Qd2+, or 13 ... Ke6 14 Kc4—445) 11 Qg3! (but not 11 Qb8+ Ke6 12 Kc4 Re4+ 13 Kc5? Ke7! with a draw) 11 ... Ke6 12 Kc4 Ra5 13 Qe1+ Re5 14 Qh4! Kd6 (14 ... Kf7 15 Qf4+ Ke6

16 Qd4—444) 15 Qg3 Ke6 16 Qf4—zugzwang position 445.

(b) 9 ... Rf5 10 Qc2!

(b1) 10 ... Re5 (10 ... Rd5 11 Qe4) 11 Qh2 Ke6 12 Kc4 Kf6 13 Qf4+ Ke6 14 Qf8—zugzwang (445).

(b2) 10 ... Rf6 11 Qc5+ Ke6 12 Qc4+ Kd6 13 Qd4+ Ke6 14 Qh4! Rf8 (14 ... Rf5 15 Qh3 Kf6 16 Kc4 Ke6 17 Qg4 Kf6 18 Kd4—zugzwang) 15 Kc5 Rc8+ 16 Kb6 Rc6+ 17 Kb7.

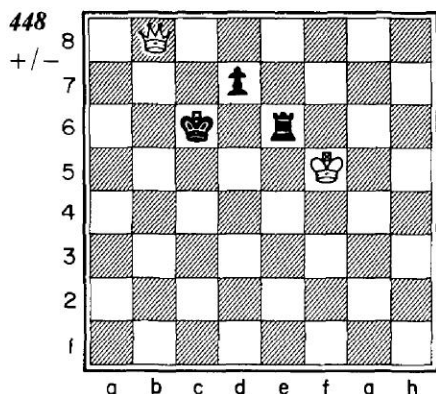
(c) 9 ... Rh5 (9 ... Rg5 10 Qf8+) 10 Qc2!!

A very difficult move, emphasizing the vulnerability of the rook. We will consider only two branches, since 10 ... Rd5 11 Qe4 or 10 ... Re5 11 Qh2 leads to familiar positions.

(c1) 10 ... Rh8 11 Qc5+ Ke6 12 Qc4+ Ke7 13 Qe4+ Kf7 14 Qf5+, winning the rook or the pawn.

(c2) 10 ... Rh3 (10 ... Rh4+ 11 Kb5 Rg4 12 Qd1+; 11 ... Rd4 12 Qc5+; 11 ... Ke7 12 Qc5+ Ke6 13 Kb6) 11 Qc5+ Ke6 12 Kb5! Rb3+ 13 Ka6 Rb8 14 Ka7, and any move of the rook along the b-file leads to its loss, while any move along the 8th rank allows the king to break through to the pawn.

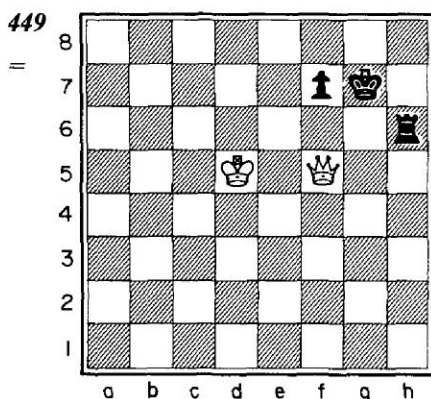
As we have already remarked, the most unpleasant positions for the defender are those where his king deprives his own rook of one of its strong points, and at the same time the queen restricts to the maximum extent the mobility of the king.



448. With Black to move: 1 ... Rd6 2 Qc8+ Kb6 (2 ... Kd5 3 Qc7) 3 Ke5 Rd1 4 Qc3.

With White to move: 1 Kg5 Rd6 2 Qc8+ Kd5 3 Kf5 etc.

With a bishop's pawn on the 7th rank the defensive resources are markedly increased, since the manoeuvrability of the attacking pieces on the short side of the board is restricted to two files, and the rook feels much safer.



449. In contrast to positions with a central pawn, on the 6th rank the rook has not two strong points, but three, one of which it is occupying in the diagram. The dimensions of the board do not allow the queen to attack the fortress from the right flank, and this factor helps Black to defend successfully.

If the white king has already broken through to the pawn, Black is saved by stalemating possibilities.

450. Black is threatening to drive away the king with a check at e6, obtaining position 439. But it is White to move, and he can occupy f8 with gain of tempo.

1 Qd4+ Kg8 2 Qd8+ Kg7 3 Qf8+ Kh7.

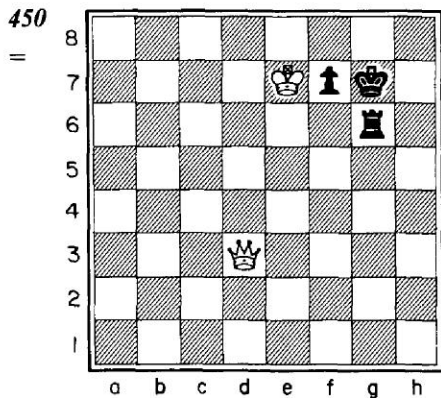
The pawn is immune: 4 Qxf7+ Rg7, or 4 Kxf7 Rf6+. If the queen moves along the 8th rank, the king returns to g7.

4 Kd7.

Now Black must find the correct reply. The danger is revealed in the following variations:

from Lilienthal, 1962

from Lilienthal, 1962



(a) 4 ... Rf6 5 Kd8!, and on any move by the rook along the f-file (5 ... Kg6 6 Qg8+) the queen vacates f8 for the king. For example: 5 ... Rf1 6 Qe7 Kg8 7 Ke8 Rf5 8 Qf8+ Kh7 9 Qb4 Kg6 10 Kf8 etc.

(b) 4 ... Rg8 5 Qc5 Rg7 (5 ... Rg6 6 Ke8 Kg8 7 Qf8+) 6 Ke8 Kg8 7 Qf5 Kh8 (7 ... Rh7 8 Qf6 Rg7 9 Qh6) 8 Qe5 (8 Kf8 Rg8+ 9 Kxf7? Rf8+) 8 ... Kg8 9 Qf6 Kh7 10 Qh4+ Kg8 11 Qh6, and White picks up the pawn with check.

(c) 4 ... Rg3 5 Qb4 Kg7 (5 ... Re3 6 Qf4) 6 Qb2+! Kg6 (6 ... Kg8 7 Qb8+) 7 Ke8, and the king breaks through to the pawn.

Black maintains the balance by 4 ... Rg5(g4), and if 5 Ke7, then 5 ... Rg8, while if 5 Qe7 Rg6, and the white king cannot cross the e-file due to ... Re6.

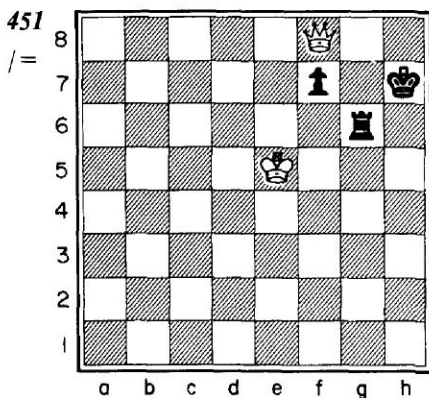
Other moves also lead to a draw: 5 Qb4 Kg7; 5 Qd6 Rg6; 5 Kd6 Rg6+ 6 Ke5 (451).

We give the position from this last variation in a diagram.

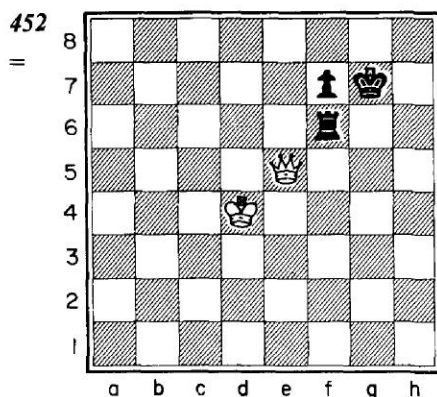
451. 1 ... Rg7? loses to 2 Kf5.

Black draws by exploiting the stalemating idea: 1 ... Re6+ 2 Kf5 Rf6+! 3 Kg5 Rg6+ 4 Kh5 Rf6! (here too 4 ... Rg7? loses—5 Qe8) 5 Qe7 Rh6+ 6 Kg5 Rg6+ 7 Kf5 Kg7, and Black has set up a basic drawing fortress.

If White plays 2 Kd5, after 2 ... Rf6 3 Qe7 Kg6 4 Qe5 Kg7! 5 Kd4 another interesting position is reached.



Lilienthal, 1962



452. Although the rook is pinned, it securely guards the 6th rank and the f-file, blocking off the enemy king: 1 Ke4 Kg6 2 Qc3 Kg7 (incidentally, it is also possible to regroup: 2 ... Re6+ 3 Kf4 Kh7, and a *zug-zwang* position cannot be created).

The examples considered will help our orientation in our analysis of *orthodox positions* of this type of ending.

453. In the case of a central pawn, this position was lost. But here it is a draw, irrespective of who it is to move.

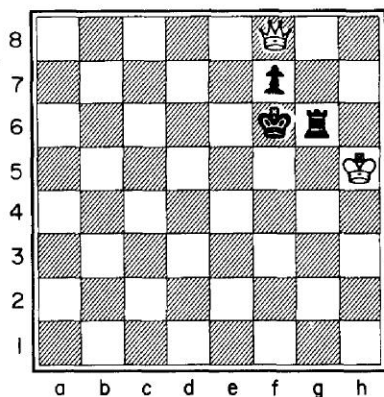
With Black to move: 1 ... Rg2!

Only on this square is the rook beyond the reach of the queen, while also preventing the

Henkin, 1981

453

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enemy king from breaking through to the pawn. 1 ... Rg5+? loses to 2 Kh6 Rd5 3 Qe8 Re5 4 Qh8+ Ke6 5 Kg7 etc.

2 Qh8+ Ke7 3 Qe5+ Kf8 4 Kh6 Rg6+ 5 Kh7.

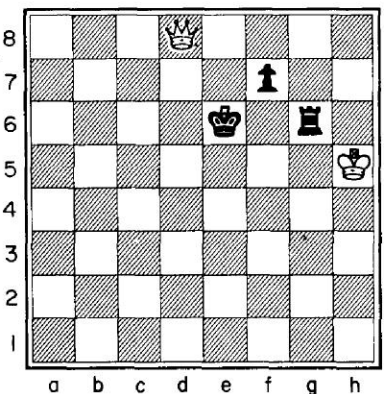
White appears to have achieved his aim, since any move by the rook to an undefended square leads to its loss, but it still has one strong point, and by 5 ... Re6 Black sets up a fortress, as in example 439 (6 Qc5+ Ke8 7 Kg8 Rg6+ etc.).

If it is White to move, Black's task is very simple: 1 Kh4 Rg2 2 Kh3 Rg6 etc.

Henkin, 1981

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454. Here the queen is more actively placed, and this affects the result.

Black to move is in zugzwang, and the white king penetrates unhindered to the rear: 1 ... Rg7 (here all other moves by the rook along the g-file lead to its loss, while 1 ... Rf6 2 Qe8+ Kf5 3 Qe7 loses the pawn) 2 Kh6 Rg6+ 3 Kh7 Rf6 4 Qe8+ Kd6 5 Kg7 Rf3 6 Qe4 etc.

With White to move: 1 Kh4 Rg7.

Everything else loses quickly: 1 ... Rg2 2 Qe8+ Kf6 3 Qc6+, or 1 ... Rh6+ 2 Kg5 Rh7 (2 ... Rg6+ 3 Kh5, and it is Black to move) 3 Qf6+ and 4 Qf5.

2 Qe8+ Kf6 3 Qh8 Kg6 4 Kg4 Rh7.

Now the queen has a wide choice of moves, but not one causes Black any serious difficulty. He draws without trouble after 5 Qe8 Kg7!, when if White tries to prevent ... Rh6 by 6 Qe5+ Kg8 7 Kg5, after 7 ... Rg7+ and 8 ... Rg6 his chances are exhausted. 5 Qd8 is also not dangerous: 5 ... Kg7 6 Qg5+ Kf8! (6 ... Kh8? 7 Kf5 Rg7 8 Qd8+ Rg8 9 Qd4+ Rg7 10 Kf6 Kg8 11 Qd8+ Kh7 12 Qe8) 7 Kf5 Rh1 8 Qe3 Kg7!, or 8 Qg3 Rh6!, or 8 Ke5 Re1+ 9 Kd6 Re6+ 10 Kd7 Rg6.

We will try to improve White's play: 5 Qg8+ Rg7 6 Qe8 (6 Qd8 Kh7+ 7 Kf5 Rg6 8 Qf8 Rf6+!—451).

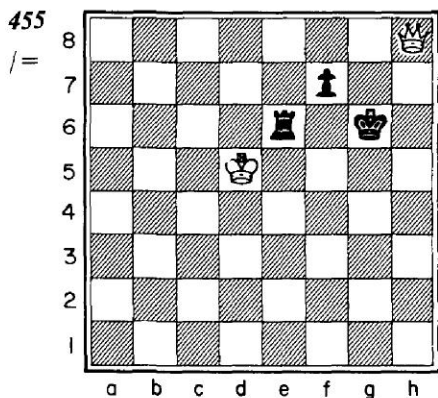
Here Black has to be careful, e.g. 6 ... Kf6+? (6 ... Kh6+ 7 Kf5 Kh7 8 Kf6, or 7 ... Rh7 8 Qf8+ Kh5 9 Qg8) 7 Kf4 Kg6 (7 ... Rg6 8 Qe5 mate; 7 ... Rh7 8 Qe5+ Kg6 9 Qg5 mate; 7 ... Rg1 8 Qh8+ Rg7 9 Ke4 Kg6 10 Ke5) 8 Ke5 Kg5 9 Qf8 Kg6 10 Qh8 Rh7 11 Qf6+ Kh5 12 Kf5, and mate in two moves.

The correct move is 6 ... Rh7!

In comparison with previous variations, White has an extra tempo, but he is not able to exploit it to his advantage: 7 Qe5 Rh6! (with the inevitable 8 ... Kh7, or, if 8 Qf5+, 8 ... Kg7) or 7 Kf4 Kg7 8 Qe5+ Kg8 9 Qg5+ Kf8! 10 Ke5 Rh1, and the queen cannot control all the squares from which the rook is ready to return to the 6th rank, e.g. 11 Qe3 Kg7!, or 11 Qd2 Rg1, or 11 Qd6 (Kd6) Re1(+).

Suppose that the white pieces change sides.

Henkin, 1981



455. Black must be careful not to allow the enemy king across the 6th rank. This is achieved without difficulty, since the queen cannot attack from the K-side: 1 ... Ra6 2 Kc5 Re6 3 Kb5 Rd6 etc.

Let us try exploiting another chance: 1 ... Ra6 2 Ke5.

Now Black has to decide to which side he is going to allow the enemy king. He has no waiting moves, since White is threatening to check at g8. We will check both possibilities:

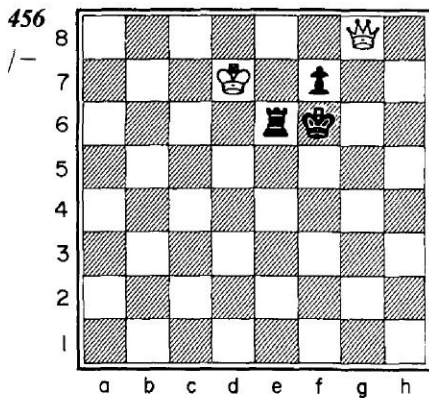
(a) 2 ... Ra5+ 3 Kd6 Ra6+ 4 Kc7 Ra7+ 5 Kb6 Ra2 6 Qc3!, and it transpires that, although White does not have any specific threat, Black has no move which does not lead to loss of material. For example: 6 ... Ra8 7 Qg3+ Kh7 8 Qh3+ and 9 Qg2+, or 6 ... Kh7 7 Qb3! Rf2 8 Qh3+ and 9 Qg3+.

But perhaps instead of 4 ... Ra7+ the rook should return 'home'—4 ... Re6? Then after 5 Qg8+ Kf6 6 Kd7 the white king breaks through to the pawn (456).

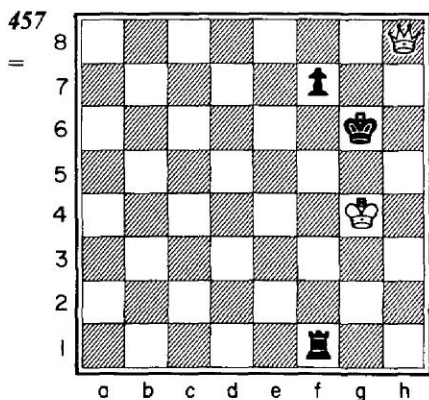
456. 1 ... Ra6 (1 ... Re1 2 Qg3 Re6 3 Qg4 Re7+ 4 Kd8 Re6 5 Qg3 Ra6 6 Qc3+ winning the rook) 2 Qg2! (attacking a8 and threatening 3 Ke8) 2 ... Re6 3 Kd8 Re5 4 Qg3 Re6 5 Qg4 Re5 6 Qf4+ Rf5 7 Qh6+ and 8 Ke7.

(b) 2 ... Re6+! 3 Kf4 Rf6+ 4 Kg4 Rf1! (457).

Henkin, 1981



Henkin, 1981



457. White appears to have obtained the best set-up for his pieces, but nevertheless he is unable to win:

(b1) 5 Qh2 Kg7! 6 Kg5 Re1! (6 ... Kg8? 7 Qg2!), and the rook inevitably reaches e6.

(b2) 5 Qe5 Rg1+ 6 Kf3 (6 Kh3 Rh1+ 7 Kg2 Rh6, or 6 Kf4 Kh7!) 6 ... Rh1! (the best square for the rook in almost all positions of this type), and White cannot prevent the transference of the rook to h6.

(b3) 5 Qg8+ Kh6 6 Qg5+ Kh7 7 Qe3 Rf6, and Black is safe.

(b4) 5 Qd4!

Queen against Rook and Pawn

The most unpleasant move for Black. His rook is threatened (6 Qd3+), and he has to find a safe shelter for it. In the event of 5 ... Rcl 6 Kg3! it inevitably comes under attack: 6 ... Rel 7 Qd3+, or 6 ... Kh7 7 Qh4+ Kg6 8 Qg4+ Kh7 9 Qh5+ and 10 Qg5+. 5 ... Kh6 is also unsatisfactory: 6 Qc3! Rgl+ 7 Kf5 Rf1+ 8 Ke5 Kg7 9 Kd6+ Kg8 10 Ke7, and White wins.

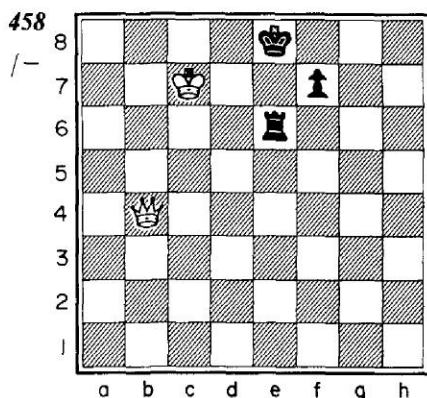
Correct is 5 ... Rf6! 6 Qe4+ Kh6!

If 6 ... Kg7?, then 7 Qe5 Kg6 8 Qg5+. All White's subsequent manoeuvres are an attempt to obtain this position.

7 Qh1+ (7 Qe3+ Kh7!) 7 ... Kg7! (7 ... Kg6? 8 Qh5+! Kg7 9 Qe5) 8 Qa1 Kg6 9 Qe5 Re6 10 Qh8 Re4+ 11 Kg3 Re6! (11 ... Re3+? 12 Kf4 Re6 13 Qg8+) 12 Qf8 Rf6 13 Kg4 Kh7 14 Kg5 Rg6+, with a draw as in Lilienthal's position (451).

Note that Black's drawing chances are improved when his king is on the short side of the board. Therefore the stronger side's task often reduces to preventing the flight of the enemy king to the side.

Henkin, 1981



458. The queen cuts off the black king from the K-side along the diagonal, and at the same time threatens to invade the 8th rank via b8. Black loses after 1 ... Rg6 2 Qb8+ Ke7 3 Qd8+ Ke6 4 Qd6+ Kf5 5 Qe7 Rf6 6 Qf8 Kg6 7 Qg8+ Kf5 8 Kd7. This leaves only one defence.

1 ... Re7+ 2 Kc8 Re6 (2 ... Re5? 3 Qd6) 3 Qd4 (not allowing the king to escape via f8, due to 4 Qh8+) 3 ... Rc6+ 4 Kb7 Rh6.

The best move. Now on 5 Kc7 Black replies 5 ... Kf8!, and if 5 Qg7 Rh1!, in each case with a guaranteed draw.

5 Qc5! Re6.

After 5 ... Rg6 6 Kc7 Re6 (6 ... Rh6 7 Qg5!) 7 Qd4, or 5 ... Rh4 6 Qc8+ Ke7 7 Qc7+ Ke6 (7 ... Ke8 8 Kc8) 8 Qg3! the white king breaks through to the pawn.

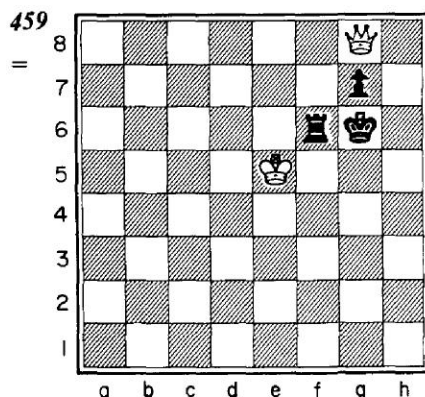
6 Kc8! Rh6 7 Kc7 Rg6.

On 7 ... Re6, as we already know, there follows 8 Qd4, while if 7 ... Rh3, then 8 Qb4. This same move is also decisive now, since to avoid mate or the loss of his rook (8 ... Rf6 or 8 ... Rg7—9 Qd4; 8 ... Rh6 9 Qb8+ Ke7 10 Qd8+ Ke6 11 Qd6+) he has to advance his pawn, which is also equivalent to losing. But there is also another way to win.

8 Qe5+ Kf8 9 Qh8+ Rg8 10 Qh6+ Rg7 11 Kd7 Kg8 12 Ke8! (12 Ke7? Rg6 13 Qf8+ Kh7 with a draw, as in position 450) 12 ... Rg6 13 Qf8+ Kh7, and the pawn is captured with check.

For the side with the rook it is most favourable to have a knight's pawn on the 7th rank. Here winning positions become the exception, and in normal situations the game ends in a draw.

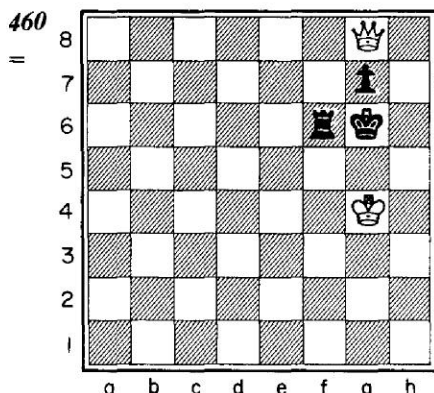
Henkin, 1967



Queen against Rook

459. Black is guaranteed against *zugzwang*, since his king will never run out of the reserve moves ... **Kh6-g6**, while if the queen moves from g8 this frees f7 or h7.

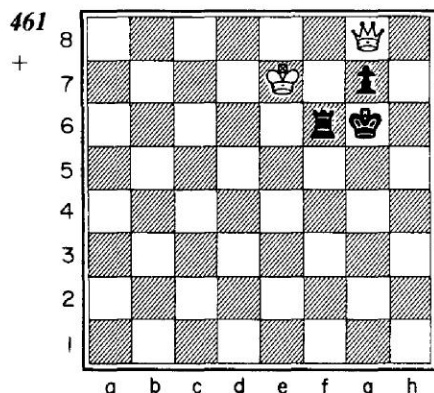
Henkin, 1981



460. Here the waiting move **1 ... Kh6?** fails to **2 Qh8+** and **3 Qh5** mate, but after **1 ... Rf1 2 Qd5 Rg1+ 3 Kh3** (**3 Kf3 Rf1+ 4 Kg3 Rf6**) **3 ... Kh7 4 Kh4 Kh8 5 Kh5 Kh7 6 Qe4+ Kh8** White is unable to improve his position. As soon as the queen attacks the rook, it moves with gain of tempo (via h1) to h6, taking up its traditional defensive post along the 6th rank.

The stronger side wins only under especially favourable circumstances.

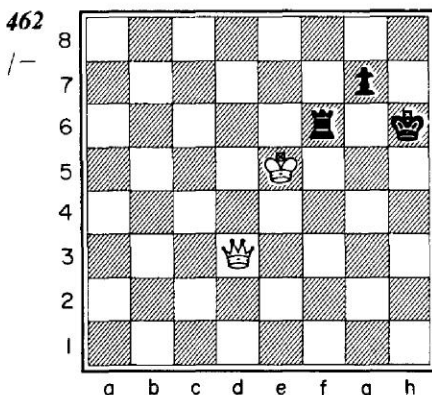
Henkin, 1967



461. Both attacking pieces are already in the enemy rear, and the white king breaks through to the pawn.

1 Qh8 Rf7+ 2 Ke8 Rf6 3 Qh4 (*zugzwang*) **3 ... Rf5 4 Qg4+ Rg5 5 Qe6+ Kh7 6 Kf8 Rg6 7 Qg8+ (7 Qe4? Kh8!—draw) 7 ... Kh6 8 Qh8+ Kg5 9 Kf7.**

Henkin, 1981



462. Here Black loses due to the fact that his king is cut off from the saving corner. After **1 ... Rf8 2 Qh3+! Kg6 3 Ke6 Re8+ 4 Kd7 Rf8 5 Ke7 Rf6 6 Qh4** a *zugzwang* position from the previous diagram is reached. But if instead of **2 Qh3+** White plays immediately **2 Ke6?**, then **2 ... g5!** leads to the drawn position 402.

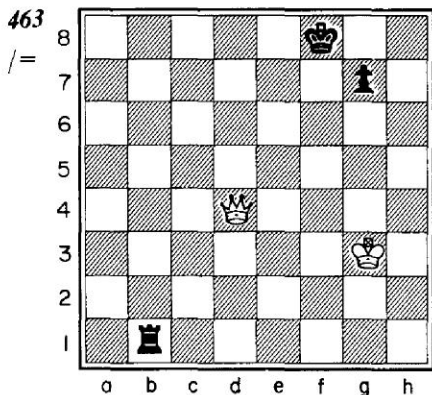
This defensive resource must be taken into account whenever we are dealing with a knight's pawn. Here is an example found in the archives of Leonid Kubbel.

463. 1 ... Rf1 (with the threat of **2 ... Rf6**) **2 Qc5(b4)+ Kg8 3 Qc4+ Rf7 4 Kg4.**

If **4 Qe6**, then **4 ... g6!**, transposing to the drawn position 398, since the pawn is immune due to ... **Rg7**. It is on the unfortunate position of the white king that Black's entire defence is based.

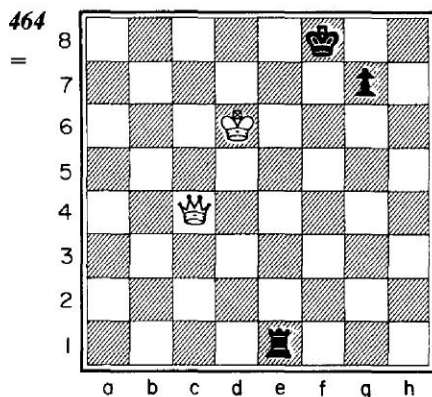
4 ... g6! 5 Kg5 Kg7 6 Qd4+ Kh7 7 Qh4+

Kubbel



Kg7 8 Qh6+ Kg8 9 Kxg6 Rf6+ 10 Kxf6—
stalemate.

Henkin, 1967 and 1981



464. The similar position with a bishop's pawn (458) was won for White, but here in many variations the queen is deprived of the possibility of attacking the enemy from the K-side, which assists the defence.

1 Qb4.

The queen attacks the rook and, no less important, sets up an ambush, preparing the gain of an important tempo by a move of the king. It appears that both threats can be parried by 1 ... Re7, but after 2 Qc5! the rook and king are tied to the defence of each other,

and their mobility is restricted: 2 ... Kf7 3 Qf5+ Ke8 4 Qg5! Rd7+ (4 ... Rf7 5 Qh5) 5 Ke6 Rb7 6 Qh5+ and 7 Qh8+.

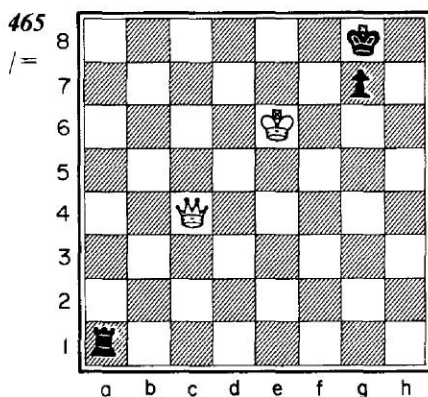
1 ... Ra1.

Other moves lead to the loss of the rook: 1 ... Rg1 2 Ke6+ Kg8 3 Qb8+ Kh7 4 Qh2+, or 1 ... Rh1 2 Qb8+ Kf7 3 Qb7+.

Here the search for a winning continuation proceeded in two directions:

(a) 2 Ke6+ Kg8 3 Qc4 (465).

The queen again stands in ambush, and danger threatens from every side. Thus on 3 ... Re1+ there follows 4 Kd7+, when the rook is lost (4 ... Kf8 5 Qb4+, or 4 ... Kh8 5 Qh4+). A latent threat is revealed in the variation 3 ... Kh8 4 Kf7 Ra7+ 5 Kg6, when the king comes decisively into play; 3 ... Ra3 comes to the same thing: 4 Ke7+ Kh7 5 Qe4+ Kg8 6 Qd5+ Kh7 7 Kf8. In both cases the white king succeeds in approaching the enemy pawn, thanks to the fact that the queen prevents both horizontal and vertical checks. In order to avert the invasion, the rook must constantly remain on the 1st rank, retaining the possibility of driving the white king away from the pawn by a check on the 6th rank or the f-file, while the black king must be at g8 or h7 when its opponent is ready to go to f7 or g6.



465. Therefore: 3 ... Kh7! 4 Qe4+ (4 Kf7 Ra7+ 5 Ke6 Ra1! 6 Kf5 Ra5+ 7 Ke6 Ra1! 8 Qd3+ Kg8 9 Ke7 Ra7+ 10 Ke6 Ra1!) 4 ...

Kg8 5 Ke7 Ra7+ 6 Ke8 Ra1! 7 Qc4+ Kh7 8 Qe4+ Kg8 9 Qd5+ Kh8!

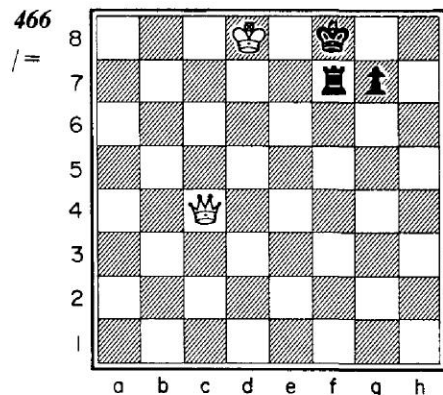
Now that the queen has removed its control of a6 and f1, it is this move that maintains the balance: 10 Kf7 Rf1+ and 11 ... Rf6.

10 Qd3 Kg8! (10 ... Ra8+? 11 Kf7 Ra7+ 12 Kg6) 11 Qd4 Re1+ 12 Kd8 Rc1! (only here and at a1 is the rook screened against double attacks, and at the same time is ready to return to its strong points) **13 Kd7 Kh8 14 Qd3 Kg8 15 Qe4 Ra1 16 Ke8 Kh8 17 Qh4+ Kg8 18 Qc4+ Kh7! 19 Kf8 Ra8+ 20 Kf7 Ra7+ 21 Ke6 Ra1**, and all the pieces have returned to their former squares.

(b) 2 Qd4 (the queen now dominates the entire board, and the rook has to find a safe defence) **2 ... Ra6+ 3 Kd7 Rf6**.

One more instant, and the king will hide behind the fortress walls, but the queen again attacks the critical diagonal.

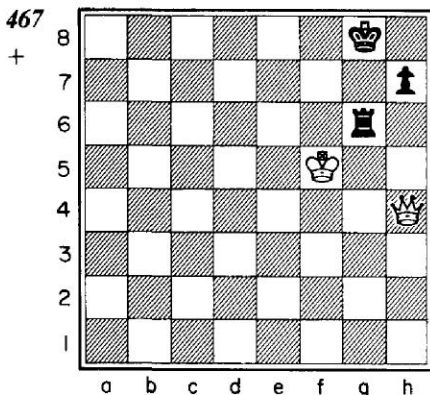
4 Qc4 Rf7+ 5 Kd8 (466).



466. Here it appears that after the obligatory 5 ... Rf6 White wins by 6 Qd5 Rg6 7 Kd7 Rh6 8 Qa8+ Kf7 9 Qe8+ Kf6 10 Qe6+ Kg5 11 Qf7 Rg6 12 Ke7 Kh6 13 Qg8, and then as in position 461. But in fact 5 ... Rf6 is by no means obligatory. Black can (and must) switch to a different defensive set-up: **5 ... g6!**, and after **6 Qb4+ Kg7 7 Ke8 Rf5 8 Qd6** the drawn position 400 is reached.

The only pawn which does not provide a successful defence on the 7th rank is the rook's pawn.

from **Berger**, 1921



467. In contrast to all other positions, the rook has only one strong point. In addition, the cramped position of the black king creates additional mating conditions.

1 Qe7 Ra6.

All other moves lose more quickly: 1 ... Rg2 2 Qd8+ Kg7 3 Qd4+ Kh6 4 Qe3+ Kg7 5 Qc3+! Kg8 6 Qc8+ and 7 Qb7+, or 1 ... Rg1 2 Qd8+ Kf7 3 Qc7+ Kg8 4 Qb8+ and 5 Qa7+. On 1 ... Kh8 there follows 2 Qf8+ Rg8 3 Qf6+ Rg7, and now not 4 Qe5? h6! with a draw as in position 384, but 4 Ke6 h5 5 Qh6+ etc.

2 Qd8+ Kg7 3 Qd7+ Kh6 4 Qb7! Rd6 (4 ... Ra3 5 Qc6+ Kg7 6 Qd7+, winning the rook) 5 Qe7 Rg8.

This is a zugzwang position, and Black must merely be given the move.

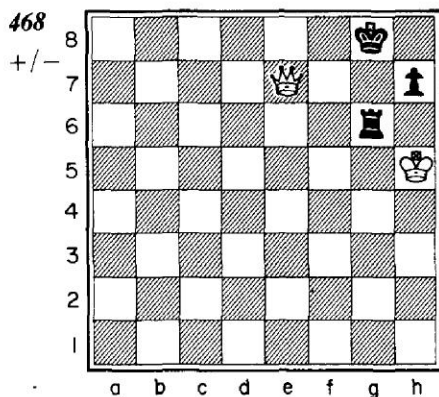
6 Qf8+ Kh5 7 Qf7 Kh8 8 Qe7 (the aim is achieved) **8 ... Rg2 9 Qe3+ Kg7 10 Qc3+ Kf7 11 Qc7+ Kg8 12 Qb8+ and 13 Qb7+.**

Let us return to the initial position and on 1 Qe7 play 1 ... Rh6 2 Kg5 Rg6+ 3 Kh5 (468).

468. Here White wins very easily, since on 1 ... Ra6 there follows 2 Qd8+ and 3 Qc7+, winning the rook or pawn. In the event of 1

von der Lasa

Henkin, 1962



... **Kh8** Black is mated in four moves: **2 Qf8+ Rg8 3 Qf6+ Rg7 4 Kh6** and **5 Qxg7** mate.

If it is White to play, he gives his opponent the move by the manoeuvre **1 Qe8+ Kg7 2 Qd7+ Kg8 3 Qe7** etc.

3.3 QUEEN AGAINST ROOK AND TWO PAWNS

It is advisable to divide this type of ending into groups, depending on the interaction of the pawns:

3.31 Doubled pawns.

3.32 Isolated pawns.

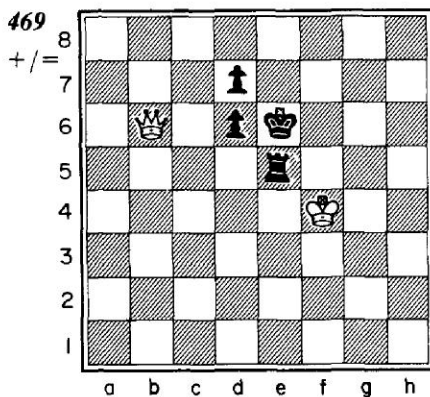
3.33 Connected pawns.

At the basis of many positions lie assessments from the previous chapter, but the methods of achieving this or that result allow them to be assigned to a separate section.

3.31 Doubled pawns

If the pawns are on adjacent ranks, the result depends primarily on the possibility of a successful defence with one of them. The weaker side should aim to retain that pawn which ensures a draw, disregarding the other, and sometimes even trying to get rid of it as quickly as possible.

469. Black must retain his pawn at d7, with which he can draw (438), whereas the d6 pawn does not provide a successful defence.



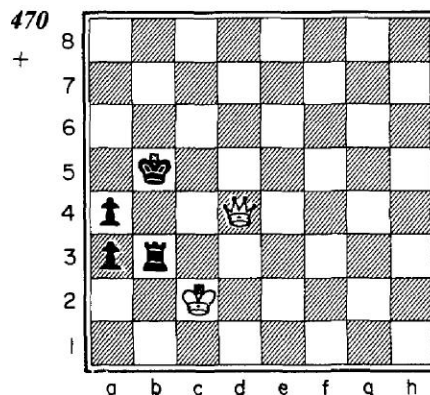
Therefore if it is his move he should continue **1 ... Ke7! 2 Qb8 Re6 3 Kf5 d5** etc.

If it is White to move, by threatening to win the d7 pawn he forces Black to advance it: **1 Qd8! Rf5+ 2 Kg4 Rf7 3 Kg5 Re7** (3 ... d5 4 Qe8+ Re7 5 Qg6+ Ke5 6 Qf6+ and 7 Qxe7) **4 Kg6 d5 5 Qb6+ d6 6 Qb5 Rc7 7 Qe8+ Re7 8 Qg8+ Kd7** (8 ... Ke5 9 Qh8+ Ke6 10 Qh3+ Ke5 11 Qe3 mate) **9 Qxd5** etc.

If the position is moved one or two ranks down the board, White wins irrespective of who it is to move, since neither pawn gives a draw in positions of this type.

It is not always that the win is achieved in such an obvious way. Here is one of the most difficult positions of this type.

Henkin, 1982



470. First Black must be given the move: **1 Qd5+ Kb4 2 Qe4+ Kb5 3 Qd4.**

Now Black cannot play **3 ... a2** in view of **4 Qa1 Re3 5 Qf1+** and **6 Kb2**, but he has a manoeuvre which prevents his king from being driven back.

3 ... Rb2+ 4 Kc1 Rb3 5 Qd5+ Kb6.

After **5 ... Kb4 6 Kc2** Black is in *zugzwang*:

(a) **6 ... Rc3+ 7 Kb1**, and the king breaks through to the pawn.

(b) **6 ... Rb2+ 7 Kd3 a2** (or **7 ... Rb3+ 8 Kd4**, threatening mate and winning a pawn after **8 ... Rb2 9 Qc4+ Ka5 10 Qc5+**) **8 Qc4+ Ka5** (**8 ... Ka3 9 Qc1 Kb3 10 Qc3** mate) **9 Qc3+ Rb4 10 Qa1 Rb3+ 11 Kc4 Ra3 12 Qb2** etc.

(c) **6 ... a2 7 Qd6+ Kc4 8 Qf4+ Kb5 9 Qd4 Ka5** (**9 ... Rb4** or **9 ... Rb1** is refuted by the check at d5, while after **9 ... Rh3 10 Kb2 Rh2+ 11 Ka1** White wins) **10 Qc5+!** (with the king at a5 White cannot play **10 Qa1?** in view of **10 ... Re3! 11 Qf1 Re2+! 12 Kd3 Rh2** with a draw—338) **10 ... Ka6 11 Qe5** (here too, if it were White to move, **12 Qa1?** would be impossible due to **12 ... Rf3!** with the same result as in the previous note; but it is Black to move, and he is forced to worsen the position of his king) **11 ... Kb6 12 Qa1 Rg3 13 Qd4+ and 14 Kb2**, with an easy win.

6 Kc2 Ka6 7 Qc5.

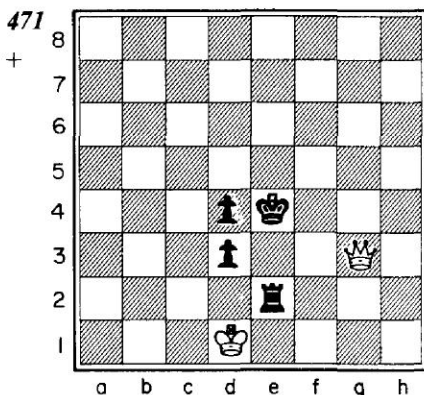
The king cannot retreat any further: **7 ... Kb7 8 Qa5**, while on **7 ... a2**, as we know, there follows **8 Qe5**. That only leaves rook moves.

7 ... Rb2+ 8 Kc3 Rb3+ 9 Kc4 a2 (the last chance; if **9 ... Kb7**, then **10 Qd6**, and Black loses immediately: **10 ... a2 11 Qd7+**) **10 Qd6+ Rb6** (**10 ... Ka5 11 Qe5+ Ka6 12 Qa1**) **11 Qa3 Rc6+ 12 Kd3!**, and White wins.

It sometimes happens that doubled pawns merely worsen the weaker side's position, by restricting his king.

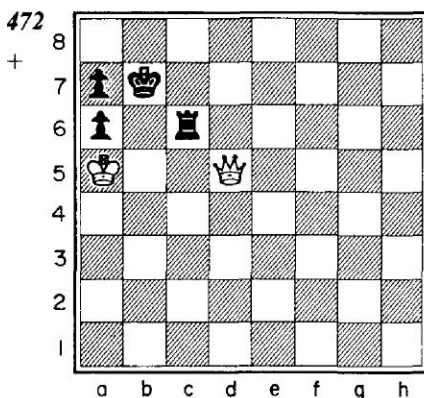
471. In the analogous position without the d4 pawn (381) Black gained a draw. Here he loses due to the fact that the d4 square is

Henkin, 1962



unavailable to his king: **1 Qd6 Rc2 2 Qe6+ Kf4 3 Qd5 Ke3 4 Qe5+ and 5 Qxd4.**

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472. 1 Qe4 Kb8 (exploiting the stalemate situation) **2 Qe7 Ka8 3 Qf7 Kb8 4 Qd7!** (*zugzwang*) **4 ... Rb6** (now Black has to be given the move) **5 Qd8+ Kb7 6 Qe7+ Kb8** (**6 ... Ka8 7 Qc7**) **7 Qd7**, and White wins.

The most favourable arrangement of doubled pawns in this ending is when they are one square apart.

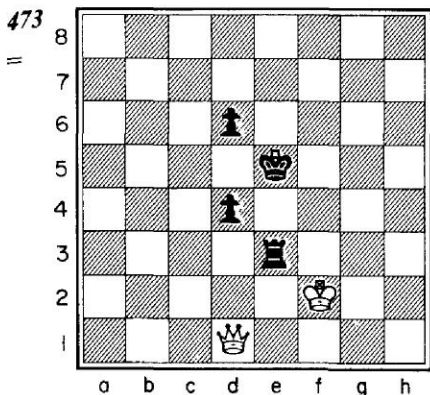
473. Either pawn loses on its own, but together they provide a successful defence.

1 Qh5+ Ke6.

The c5 square is inaccessible to the queen,

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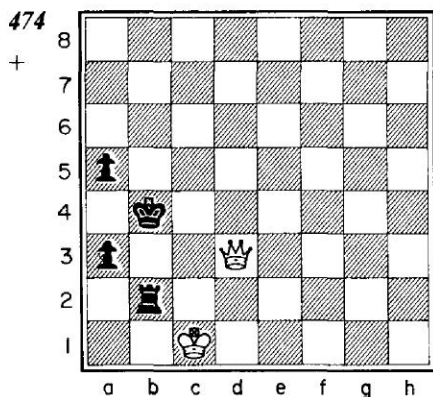


and the d6 pawn prevents it from making an effective attack from the rear. White is unable to create a *zugzwang* position, and his king cannot break across the 3rd rank.

2 Qb5 Rc3 3 Qe8 + Kd5 4 Qe7 Rc3 5 Qf6 Kc5. Draw.

The assessment does not change for any shifting of position 473, the only exception being provided by rook's pawns.

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474. White succeeds in exploiting the cramped position of the enemy king on the edge of the board.

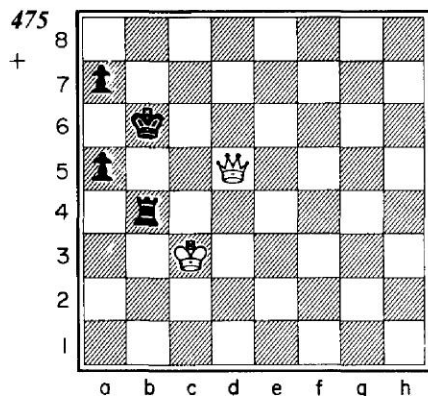
1 Qd4 + Kb3 (Black aims for the drawn position 392) **2 Qd5 + Kb4 3 Qd3** (*zugzwang*) **3 ... Ka4.**

3 ... Rb3 4 Qd4 + Kb5 5 Kc2 a4 (5 ... *Rb2 + 6 Kc3 Rb4 7 Qd5 + Kb6 8 Qa2*) leads to position 470.

4 Qc4 + Rb4 5 Qc6 + Rb5 6 Kc2 Kb4 (6 ... *a2 7 Qc4 +*) **7 Qc3 + Ka4 8 Qc4 + Rb4 9 Qc6 + Rb5 10 Kc3 a2 11 Kc4.**

We will move the position two ranks up the board.

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475. Black is unable to set up the drawing fortress 383, but the winning procedure is not at all simple.

1 Qa8! a6! 2 Qb8 + Kc6 3 Qa7!

A draw results from **3 Qc8 + Kb6 4 Qd7 Rb5 5 Kc4 a4! 6 Qe7 a3! 7 Qxa3 Ka7.**

3 ... Rb6 4 Kd4 a4 5 Qa8 +!

By this move White gains an important tempo. If immediately **5 Ke5?**, then **5 ... a3 6 Qa8 + Kc7 7 Kd5 a2! 8 Qa7 + Kc8 9 Qg7 Kb8! 10 Kc5 Rb7 11 Qe5 + Ka7 12 Kc6 a1 = Q 13 Qxa1 Rb6 +**, with a draw.

5 ... Kc7 (5 ... *Kd6* is met by **6 Kc4!**, when the threat of **7 Qd8 +**, **8 Qc8 +** and **9 Qc5 +** is decisive) **6 Kd5 Rb5 +** (7 *Qa7 +* was threatened) **7 Kc6 Rb6 +.**

Black still hopes to obtain position 383, by exploiting the a4 pawn as a diverting sacrifice. The other defensive attempt is **7 ... Kb6**, after which White has to play carefully and accurately: **8 Qb8 + Ka5** (8 ... *Kc6 9 Qa7*) **9 Qc7 + Kb4 10 Qd6 + Ka5 11 Kd7! Rb7 + 12**

Kc8 Rb5 13 Kc7! Rb3 14 Qc5+ Rb5 15 Qc3+ Rb4 16 Kc6, with an 'epaulette' mate in 2 moves.

8 Ke7 a3 9 Qa7+ Kc6 10 Qd7+ Kc5 11 Qa4! Rb7+ 12 Kd8 Kb6 13 Qxa3 Ka7.

Nothing is achieved by 13 ... Rb8+ 14 Kd7 Rb7+ 15 Kc8 Rc7+ 16 Kd8. It now appears that Black has achieved his aim, but, as in example 386, White secures c8 for his king.

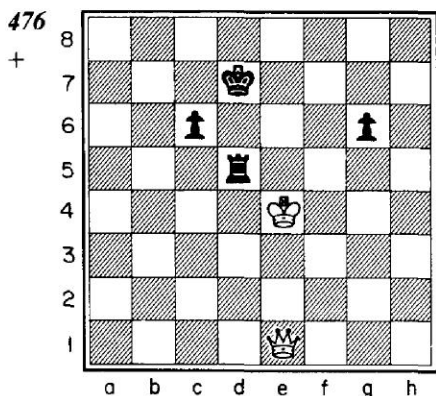
14 Qc5+ Ka8 15 Qd6! Ka7 16 Kc8 etc.

3.32 Isolated pawns

We will first consider examples which by their nature relate to those in chapter 3.23.

If the distance between the pawns is more than one file, such positions are not normally of independent significance. In this case the result depends on the possibility of setting up a drawn position with one pawn, disregarding the other.

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476. White's task is to win one of the pawns, without allowing one of the drawing set-ups familiar to us from chapter 3.2.

1 Qg1! g5.

The pawn is lost immediately after 1 ... Rd6 2 Qa7+ Ke6 3 Qg7. But now, by provoking the advance of the g-pawn, White has 'shortened' the 5th rank and gained the possi-

bility of breaking through to the rear with his king via h5.

2 Qa7+ Kd6 3 Qb6!

Not the only way, but the most logical. For the breakthrough of his king White requires several tempi, and so during this time it is advantageous for him to halt the advance of the c-pawn.

3 ... Kd7 (if 3 ... Re5+ 4 Kf3 Rb5, then 5 Qd8+ Ke6 6 Kg4, and the pawn is still tied down) **4 Kf3 Rb5 5 Qd4+ Rd5** (no better is 5 ... Kc7 6 Qa7+ Kd6 7 Kg4, when again Black cannot advance his c-pawn) **6 Qa7+ Kd6 7 Qb6! Kd7 8 Kg4 Rb5** (8 ... c5 9 Kf3! Re5 10 Qf6 Rd5 11 Ke4) **9 Qd4+ Rd5 10 Qa7+ Kd6 11 Qb6!** (by this manoeuvre, repeated several times, the winning procedure is easily perceived) **11 ... Kd7 12 Kh5 Rb5 13 Qd4+ Rd5 14 Qa7+ Kd6 15 Kg6 g4** (if 15 ... c5, then 16 Qb6+ Kd7 17 Qb7+ Kd6 18 Kf6, and Black loses material) **16 Kf6 Rd3 17 Qe7+ Kd5 18 Qd7+**, and White wins.

If it is Black to move, he can aim for the drawn positions 398 or 402.

1 ... Ke7 2 Qb4+! (all other moves allow a draw—477) **2 ... Kf6** (2 ... Kf7 3 Qb7+ Kg8 4 Qxc6, or 2 ... c5 3 Qb7+ Rd7 4 Qc6 Rd6 5 Qxc5) **3 Qf8+ Kg5 4 Qe8!** (in this way White wins the c-pawn, without allowing the opponent to regroup) **4 ... Rf5 5 Qxc6 Kh6.**

Black wishes to play 6 ... Kg7 with a draw, but he does not have time. 5 ... Rf4+ also does not help: 6 Ke3 Rf5 7 Qe8.

6 Qd7! Rc5 (if the rook moves off the 5th rank, the white king penetrates to the rear) **7 Qf7 Rf5 8 Qg8 Kh5 9 Qh7+ Kg5 10 Qh8**, and we reach position 401.

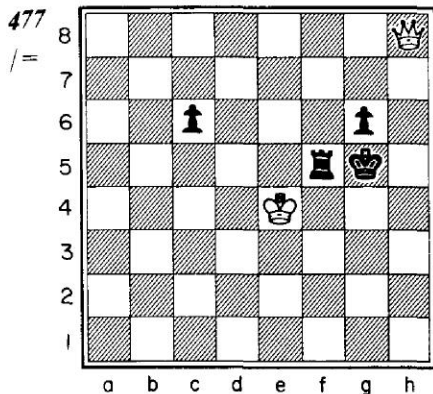
477. This position could have arisen from the previous one after 1 ... Ke7 2 Qh4+(?) Kf7 3 Qh7+ Kf6 4 Qg8 Rf5 5 Qf8+ Kg5 6 Qh8. It differs from position 401 only in that the bishop's pawn is present, but this allows Black to sacrifice it to obtain a draw.

1 ... Rf4+ 2 Ke5 Kg4 3 Qc8+.

Black was also threatening to regroup by 3 ... g5. The move 3 Qc8+ corresponds to 3 Qf8+ in example 404, where it leads to a win.

Queen against Rook and Two Pawns

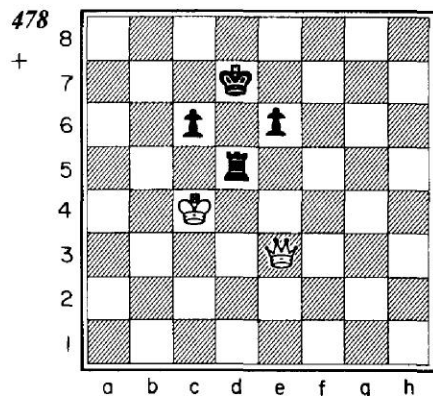
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3 ... Rf5+ 4 Kd6 c5! 5 Qe6 g5! 6 Qe2+ (if 6 Qc8, then 6 ... c4! 7 Qxc4+ Rf4 with a draw) 6 ... Kh4! with a draw, since ... Rf4 can be prevented only by 7 Qe1+ Kg4 8 Qe6, but then 8 ... c4! diverts the queen from the pin (402).

When the pawns are separated by one file, the weaker side's king can defend them for a long time, which in certain cases makes the win much more difficult to achieve.

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478. 1 Qa7+ Kd6 (1 ... Kd8? 2 Qb7 c5 3 Qf7) 2 Qb8+ Kd7 3 Qb7+ Kd6 4 Qc8 Rc5+ 5 Kd4 Rd5+ 6 Ke4 Re5+ 7 Kf4 Rf5+ 8 Kg4 c5.

This advance is forced. Other moves allow

White either to win a pawn, or to break through with his king into the enemy rear. E.g. 8 ... Re5 9 Qd8+ Kc5 10 Kf4 Rf5+ 11 Ke4, and the e-pawn is lost, or 8 ... Rd5 9 Qd8+ Ke5 10 Qc7+ Rd6 11 Kg5 etc.

9 Qd8+ Kc6 10 Qe7 Kd5 11 Qd7+ Ke5 12 Qc6!

In contrast to position 375, here it is unfavourable to continue 12 Qd8. After 12 ... c4! 13 Qc7+ (or 13 Qd2 Ke4 14 Qd6 Re5 15 Kg3 c3 16 Kf2 c2 17 Qc7 Kd3 with a draw) 13 ... Kd4! 14 Qd6+ Rd5 15 Qxe6 Kc5 followed by the unavoidable ... Rd3 we have a draw as in position 421.

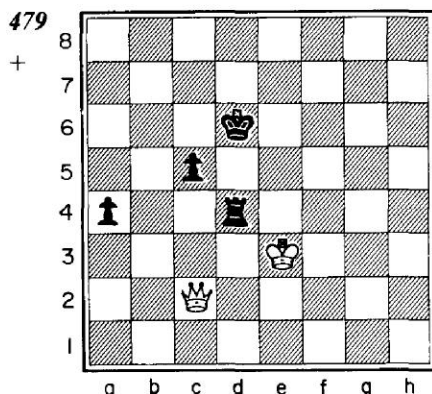
12 ... Kf6 13 Qc7!

This forces the rook to abandon the f-file and to allow the white king across to the Q-side, where it penetrates into the rear, using the c-pawn as a shield.

13 ... Rd5 14 Kf4 Rd4+ 15 Ke3 Rd5 16 Kf3! Rf5+ (16 ... Re5 is met by 17 Qd6 Rd5 18 Qf8+, and 16 ... Rd3+ by 17 Ke2 Rd5 18 Ke3) 17 Ke4 Rd5 18 Ke3 Rf5 19 Kd3 Re5 20 Kc4 Rd5 21 Qh7 Rf5 22 Kb5 Rd5 23 Qg8 Ke5 24 Qf8 Kd4 25 Qf4+ Kd3 26 Qc4+ Ke3 27 Qc3+ Ke4 28 Qf6 e5 (28 ... Re5 29 Kc4) 29 Kc4, and Black loses his c-pawn.

With a- and c-pawns the character of the play changes, since the stronger side's king cannot go round the rook's pawn. Such positions are virtually the most difficult examples of this type.

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479. To understand the subsequent play and its aims, a knowledge of positions 408–410 and 416–419 is necessary.

1 Qg6+.

In position 418 the solution began with 1 Qa2. But here the a-file is blocked by the pawn, and it is not possible to obtain a position of type 419. The queen can nevertheless seize control of the rear squares.

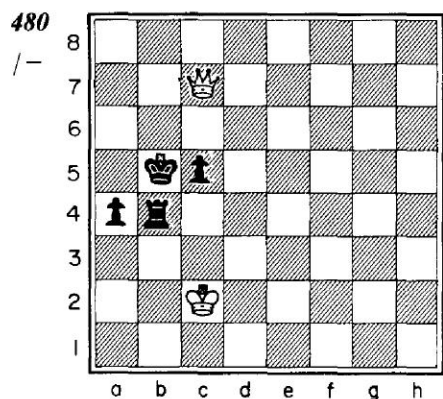
1 ... Kc7 2 Qa6 Rb4 3 Kd3 Rd4+ 4 Kc3 Rb4 5 Kc2! Kd7!

If 5 ... Rd4, then 6 Qb5 Kd6 7 Qb6+ Kd5 8 Qa6!, and, despite the a-pawn, the position is solved in analogous fashion to example 419.

6 Qf6!

Now the rook cannot go to d4 due to 7 Qb6. In the meantime White wishes to attack the c-pawn from the other side, and this cannot be prevented.

6 ... Kc7 7 Qe7+ Kc6 8 Qe6+ Kc7 9 Qd5 Kb6 10 Qd6+ Kb5 11 Qc7 (480).



480. The first part of the plan has been carried out: the queen has occupied the rear squares. The subsequent play depends on the method of defence employed by Black:

(a) 11 ... Rb3.

Black tries to create a position of type 421. For this he has to advance his pawn to c4.

12 Qb7+ Ka5 13 Qc6 Kb4 14 Qb6+ Kc4 15 Qa5! Rb4.

If 15 ... Kd5, then not 16 Qxa4? c4! with a

draw, but first 16 Qa8+! Kd4, and only now 17 Qxa4+ c4 18 Qc6, ensuring that his king can cross to the a-file, and winning as in example 420.

16 Qa8! Kb5 (16 ... Kd4 17 Qd8+, cutting off the king from the pawns) 17 Qb7+ Ka5 (17 ... Kc4 18 Qd7–zugzwang) 18 Qc6 Rc4+ 19 Kb2! Rb4+ 20 Kc3 Rb5 21 Kc4, and White wins.

(b) 11 ... Rc4+ 12 Kb2!

We have already seen on several occasions that the white king is most favourably placed on the short side of the board, where it does not prevent the queen from attacking the opponent from the other side. Here, for example, 12 Kd3 Rd4+ 13 Kc3 leads to a draw after 13 ... a3 (420).

12 ... Rb4+ 13 Ka2 Rb3 (13 ... Kc4 14 Qd7 Kc3 15 Qd5 Rc4 16 Ka3–zugzwang) 14 Qb7+ Ka5 15 Qc6 Rc3!

The most tenacious defence. 15 ... Kb4 does not work due to 16 Qb6+ Kc4 17 Qa5 Rb4 18 Ka3, while if 15 ... Rb5, then 16 Qd6! c4 (16 ... Kb4 17 Qd2+ Kc4 18 Ka3 Rb4 19 Qd7 Kc3 20 Qd5 Rc4, and then as in position 419) 17 Qd2+! Kb6 18 Ka3 Rc5 19 Qd6+ Rc6 (19 ... Kb5 20 Qb8+ Kc6 21 Kb4) 20 Qb8+ Kc5 21 Qe5+ Kb6 22 Kb4! Rc8 23 Qb5+ Ka7 24 Ka5! c3 25 Qd7+ Kb8 26 Kb6, and mate in 2 moves.

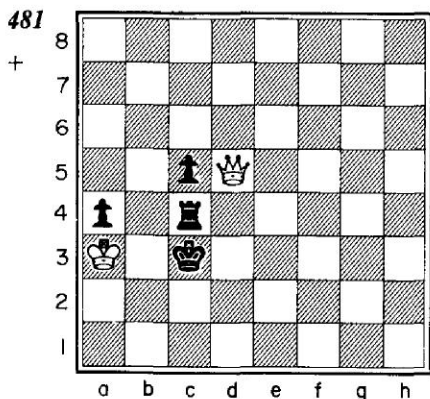
16 Kb2 Rc4.

Black has set up something resembling a fortress, but if it were him to move he would be in zugzwang. By threatening to give his opponent the move, White breaks up the fortifications.

17 Qc7+ Ka6 18 Qd6+ Kb5 19 Qd7+ Kb6 20 Qe6+! Kb5 21 Qe2 Kb4 22 Qd3! Rd4.

Other moves lead to the loss of the rook, e.g. 22 ... Kb5 23 Ka3, or 22 ... Rh4 23 Qd2+ Kb5 24 Qd7+ Kb4 25 Qb7+ Ka5 (25 ... Kc4 26 Qa6+ Kd5 27 Qa8+!) 26 Qa8+ Kb5 27 Qe8+! etc.

23 Qa6! Rd2+ 24 Kc1 Rd4 25 Qb6+ Kc4 26 Kb2 Kd5 27 Ka3 Rc4 28 Qc7 Rb4 29 Qd7+ Kc4 30 Qc6 Kd4 31 Qd6+ Kc4 32 Qd7 Kc3 33 Qd5 Rc4 (481).



481. This position corresponds to example 418, but with the addition of the a4 pawn, which in one of the main variations prevents a queen check at b3. In addition, White must reckon with the possibility of the drawing position 413 arising. The winning method consists of threatening to give the opponent the move, thereby winning the a-pawn.

34 Qf3+.

The attempt to give Black the move by 34 Qd6 Kc2 35 Qd7 leads to a draw after 35 ... Rc3+! 36 Kxa4 (36 Ka2 a3!) 36 ... Kbl (413).

34 ... Kd2.

If 34 ... Kc2, then 35 Ka2! Now on 35 ... Rd4(b4) there follows 36 Qf5+ and 37 Qxc5, while after 35 ... Kd2 36 Qd5+ Kc3 37 Ka3! the initial position arises, but now with Black to move.

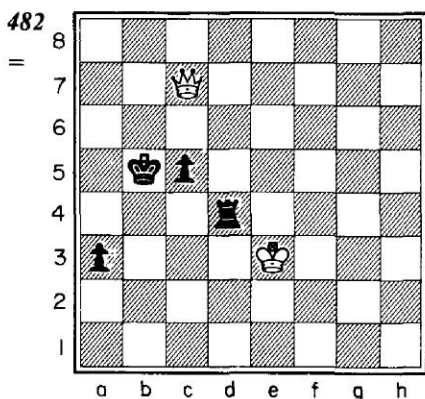
But can't Black 'speculate' on the 50-move rule? To do this he has to maintain a static pawn position for a further 16 moves. Alas, he is not able to maintain the balance for so long: 34 ... Kd4 35 Qd1+ Ke5 (35 ... Kc3 36 Qd5) 36 Qd7 Rd4 37 Qc6 Rc4 38 Kb2 Kd4 39 Qd6+ Ke4 40 Ka3! Kc3 41 Qd5.

That which was possible with one pawn proves to be unrealizable with two; Black suffers loss of material.

35 Qf2+ Kc3 (a variation from the previous note is reached after 35 ... Kd3 36 Qf1+! Kc3 37 Qc1+ Kd3 38 Qd1+ etc.) **36 Qe3+ Kc2 37 Ka2! Rd4 38 Qe5! Rc4 39 Qd5**

Rc3 (39 ... Kc3 40 Ka3) **40 Qe4+ Kd2 41 Qxa4**, and White wins.

Henkin, 1962



482. If it is Black to move he cannot play 1 ... a2 due to 2 Qb7+ Kc4(a4) 3 Qb2. But he is threatening to support the advance of his pawn by 1 ... Ra4. For example: 1 Qa7 Ra4 2 Qd7+ Ka5 3 Qd2+ Kb5 4 Qa2 Ka5. Now White's only chance is to replace the blockading queen with his king and to try to win one of the pawns. But in carrying out this plan he is forced to allow the further advance of the a-pawn: 5 Kd3 Kb5 6 Kc3 Ka5 7 Kc2 Kb5 8 Qb3+ (8 Kbl Rb4+ 9 Ka1 c4!) 8 ... Ka5 9 Qc3+ Kb5 10 Kbl a2+ 11 Ka1 c4 12 Qb2+ Kc5—draw.

Let us consider a method of play for White which prevents this possibility. We should state in advance that it is insufficient for a win.

1 Qb7+ Kc4 2 Qa7 Kb4 3 Qb6+!

If 3 Ke2, then 3 ... Rh4!, when the threat of 4 ... Rh2 and 5 ... a2 forces the king to return to e3 (4 Kd3 c4+ 5 Ke3 Rh3+ 6 Ke4 Rd3 etc.).

3 ... Kc4 4 Qa5 Rd3+! 5 Ke4.

On 5 Ke2 there follows 5 ... Rb3 6 Kd2 (the threat was 6 ... Rb2+ and 7 ... a2—438) 6 ... Rb2+ 7 Kc1 Kb3!, and the c5 pawn prevents the queen check at d5 which would lead to the won position 391, while

after 8 Qxc5 Ka2! the drawn position 392 is reached.

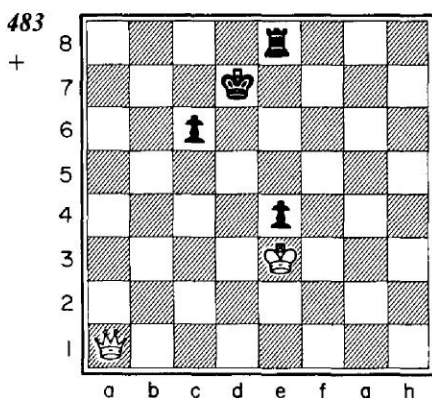
5 ... Rd4+ 6 Ke5 Kb3!

Now that the white king is far enough away from the a-pawn, Black gives up his other pawn and attains a draw.

7 Qxc5 Rh4! 8 Qe3+ Kb2 9 Qf2+ Kb1 10 Qxh4 a2.

We will now consider positions where one pawn is supported from the rear by the rook, and the other by the king.

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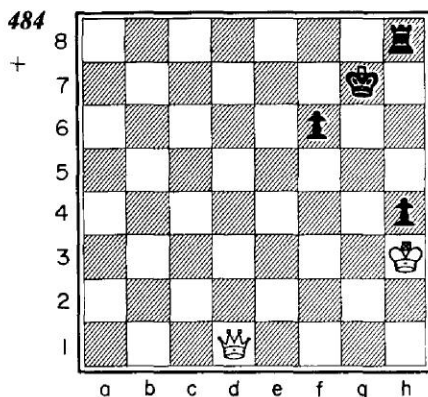


483. White's immediate task is to win the c-pawn, for which he must seize the c8 square with his queen.

1 Qa7+ Kc8 (1 ... Kd6 2 Qb7 Re7 3 Qc8) 2 Qg7 Kd8 (2 ... Re6 3 Qf7 Re5 4 Kd4) 3 Qf7! Re7 4 Qf6! Kd7 5 Qd4+ Kc7 6 Qa7+ Kd8 7 Qb6+ Kd7 8 Qb7+ Kd6 9 Qc8! (the threat of 10 Qd8+ is unavoidable) **9 ... Re6 (9 ... Re5 10 Qd8+ Ke6 11 Kf4) 10 Qd8+ Ke5 11 Qd4+ Kf5 12 Qg7 c5 13 Qf8+ and 14 Qxc5, and White wins as in example 358.**

The position reached by moving position 483 one file to the left will be drawn, since Black sacrifices his central pawn to attain position 398. Moving the position two files to the left or one file to the right also leads to a draw in analogy with example 362. But if the position is moved three files to the right, White wins.

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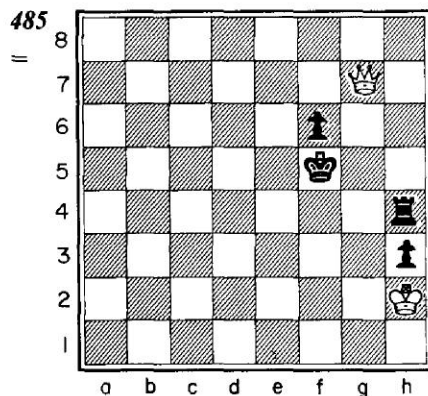
484. 1 Qd7+ Kf8.

In analogy with the previous example, White must occupy f8, so on 1 ... Kg6 there follows 2 Qe7. In the event of 1 ... Kg8 2 Qe7 Rh6 Black has to be given the move, and after 4 ... Kh8 5 Qf7 he is in *zugzwang*.

2 Qd8+ Kg7 3 Qe7+ Kg6 4 Qd7! Rh7 5 Qe8+ Kg7 6 Qe7+ Kg6 7 Qf8! Kf5 8 Qg8 Rh6 9 Qg7 etc.

If in the final position the pawn is replaced at h3 and the white king correspondingly at h2, the assessment changes, since the rook acquires an extra square along the file, and after ... Rh4 it cannot be evicted from the h-file.

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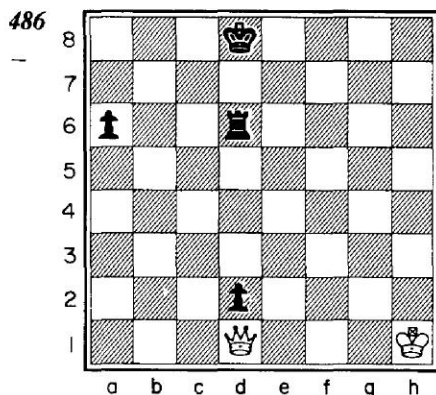
485. If it is White to move, a special feature of the position is revealed in the variation **1 Kg3 h2! 2 Qd7+ Kg6 3 Qd3+ Kg7.** The f-pawn defends the black pieces against double attacks, and also the queen cannot control the h1 square with gain of tempo, so that White has to be content with perpetual check.

If it is Black to move, he must bear in mind that the best squares for his rook are h6 and h8, they being the most concealed from the queen. Sometimes it can also occupy h7, but on no account should it go to h5. For example, **1 ... Rh5? 2 Qd7+ Kg5 (2 ... Kg6 3 Qg4+ Kh6 4 Qg8 comes to the same thing) 3 Kg3! Kg6 (3 ... h2 4 Qg7+ and 5 Qg4+) 4 Qe8+ Kh6 5 Qh8+ Kg6 6 Qg8+ Kh6 7 Kh2! f5 (7 ... Rh4 8 Qg3 Rh5 9 Qg4) 8 Qf7! Kg5 9 Qg7+ Kf4 10 Qg3+ Ke4 11 Qg6 Rh4 12 Qg5 Rh7 13 Kg3! Ke5 (14 Qf4+ and 15 Qxf5+ was threatened) 14 Qg6 f4+ 15 Kf3,** and White wins.

1 ... Ke6! 2 Qg6 (2 Kg3 h2! 3 Qg8+ Ke7) 2 ... Rh8! (not 2 ... Ke7? 3 Qg3!, and the rook has to move off the h-file: 3 ... Rh5 4 Qg7+ Ke6 5 Qg4+) 3 Qg7 Rh4 4 Qf8 Kf5! 5 Qg8 Rh6 6 Qd5+ Kg6 7 Kg3 Rh8!, and White is forced to return his king to h2.

In exceptional cases, with a far-advanced pawn, the side with the rook even succeeds in winning.

Henkin, 1962



486. Here two necessary conditions are met: the queen is not able to leave the blockading square with check, and the white king is outside the square of the distant pawn.

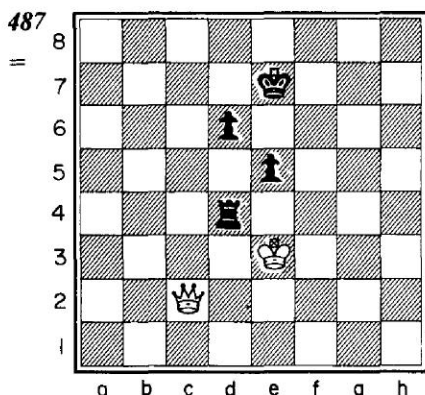
1 Kg2 a5 2 Kf3 a4 3 Ke4.

In the event of **3 Ke2 a3 4 Ke3 a2 5 Ke2** Black does not play immediately **5 ... a1=Q?** **6 Qxa1 d1=Q+ 7 Qxd1** with a draw, but first **5 ... Ke7! 6 Ke3,** and only then **6 ... a1=Q** etc.

3 ... a3 4 Ke5 Ke7, and Black wins by advancing his a-pawn.

3.33 Connected pawns

The side with the rook can defend successfully in all cases and with all pawns in positions of the following type.



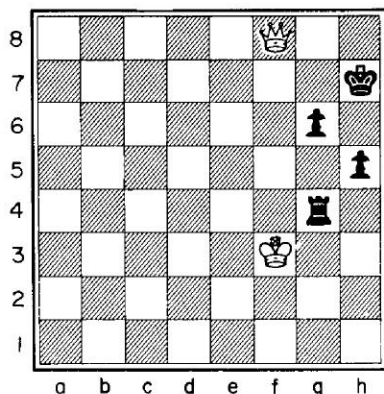
487. The d-pawn covers the king against attacks by the queen from the rear, and it is not possible to create a *zugzwang* position. The white king is unable to break through to the pawn: **1 Qc7+ Ke6 2 Qd8 Kd5 3 Qc8 Rf4 4 Kd3 Rd4+ 5 Kc3 Rf4** etc.

488. Here the rook has only one strong point, but on the other hand there are other free squares along the 5th rank (in the given case—a4) where it can avoid double attacks and at the same time prevent the breakthrough of the king.

These are, so to speak, orthodox positions, where the disposition of the warring armies is

488

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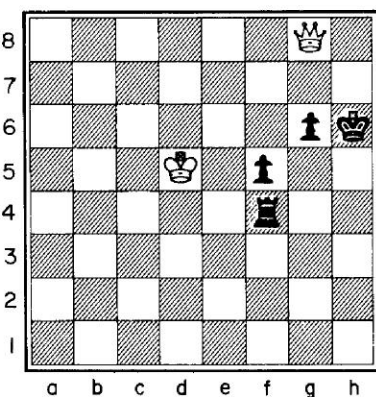
of a traditional nature. But in the course of action the pieces by no means always end up where they are 'supposed' to be. How does the play go in non-standard situations?

If the king can nevertheless break through to the pawns, the stronger side wins in the majority of cases, especially in positions with pawns at the edge of the board.

Henkin, 1960

489

+



489. 1 Ke5.

What should Black play? 1 ... Rg4(e4+) loses immediately to 2 Kf6. We will examine two other possibilities, the analysis of which is extremely instructive, since at several points only one move will suffice:

(a) 1 ... Kg5 2 Qd8+ Kg4.

Black is aiming for the drawn position from the study by Frink (413), and this is not

easily prevented. Direct play for the win of a pawn leads in fact to a draw: 3 Kf6? Rf2! 4 Kxg6 (4 Qd5 Kg3 5 Qh1 f4 6 Kxg6 Rh2! 7 Qg1+ Rg2 8 Qf1 Rf2 etc. does not help) 4 ... Kg3, then 5 ... Kg2 (h2) and ... f4.

White's task is to win the g-pawn, without allowing position 413.

3 Qd1+! Rf3 4 Kf6, and White achieves his aim: 4 ... g5 (4 ... f4 5 Kxg6 Kg3 6 Qg1+ and 7 Kf5) 5 Qd4+! Kg3 (5 ... Kh3 6 Qg1! g4 7 Kg5!, or 5 ... f4 6 Qd1 Kg3 7 Qg1+ Kh3 8 Kf5!) 6 Qg1+ Kh3 7 Kg6! Rf4 (7 ... f4 8 Kf5!, or 7 ... g4 8 Kg5!) 8 Qh1+ Kg3 9 Kxg5 Rf2 10 Qg1+ Rg2 11 Qe3+ and 12 Kxf5.

(b) 1 ... Ra4 2 Qh8+ Kg5 3 Qd8+ Kh5 4 Qd6!!

This problem-like move ensures a quick win:

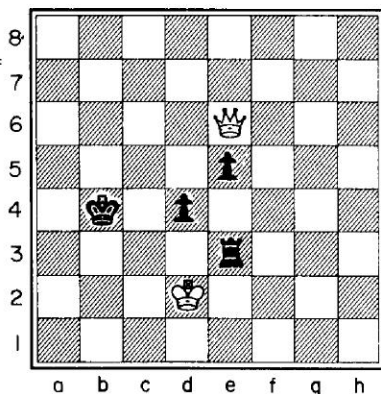
(b1) 4 ... Rg4 5 Kf6 Rg2 (if the queen were on another square, the black king would escape by running via h4) 6 Qd5 Rg4 (6 ... Rg1 7 Qf3+ Kh4 8 Qf2+ Rg3 9 Qh2+ Kg4 10 Kxg6) 7 Qh1+ (the queen begins its crowning manoeuvre) 7 ... Rh4 8 Qf3+ Rg4 (8 ... Kh6 9 Qg3) 9 Qe2! f4 10 Qh2+ Rh4 11 Qg2 Rg4 12 Qe2!, and Black is in zugzwang.

(b2) 4 ... Kg5 5 Qd2+ Kh5 6 Qe2+! Kg5 (6 ... Kh6 7 Kf6) 7 Qe3+! (with the aim of depriving the rook of a7) 7 ... Kh5 8 Kf6 Ra6+ 9 Kg7, and White wins.

Henkin, 1960 and 1981

490

+/-



490. This differs from position 487 only in the placing of the black king, which is cut off from its pawns by all of one square. This seemingly insignificant difference has an important affect on the assessment. White forcibly drives the king into the corner of the board, stalemates it, and, using *zugzwang*, forces the rook to leave the pawns undefended, after which it wins them. This audacious plan encounters serious resistance, and demands accurate, purposeful play.

1 Qd5 Ka4 2 Qc4+ Ka5 3 Qc5+ Ka4.

The king agrees to go to a1, in the hope of including the rook in the defence. On the other side of the board it would have been completely helpless: 3 ... Ka6 4 Qb4 Ka7 5 Qb5 Ka8 6 Qb6 (*zugzwang*) 6 ... e4 7 Kd1 Rd3+ 8 Kc2 Rc3+ 9 Kb2, and the pawns must fall.

4 Qb6 Ka3 5 Qb5 Ka2 6 Qb4.

A controversial position, on which we will dwell in some detail. Black has three sensible continuations: 6 ... Ka1, 6 ... Ra3 and 6 ... e4. The last move is not of independent significance, and will be considered in the second variation:

(a) 6 ... Ka1.

Now the queen has to reach c2. The transfer is carried out via d2, and therefore the king has to vacate this square.

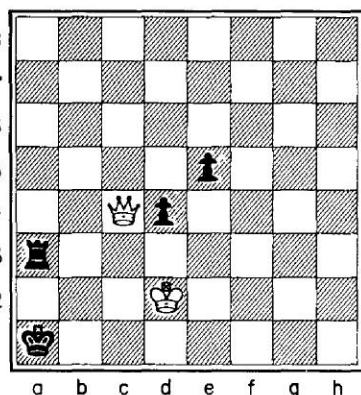
7 Kc1! Rc3+ 8 Kd1! Rd3+ (8 ... Re3 9 Qd2 Kb1 10 Qc2+ Ka1 11 Kd2—*zugzwang*) 9 Ke1 Re3+ 10 Kf2 Ka2 (Black is now given the move) **11 Kf1 Rf3+ 12 Kg2 Re3 13 Kf2 Ka1** (13 ... Re4? 14 Qd2+ Ka1 15 Qc1+ and 16 Qc2+) **14 Qd2! Kb1** (in conclusion—Black is again given the move) **15 Kg2 Ka1 16 Qc2**, and White wins (16 ... Ra3 17 Qd1+, then 18 Qe2+ and 19 Qxe5, or 16 ... Rc3 17 Qa4+, then 18 Qb5+ and 19 Qxe5).

(b) 6 ... Ra3! (undoubtedly the best defence) **7 Qc4+ Ka1** (not 7 ... Rb3? 8 Qd5).

491. In the first edition I thought that White could win by 8 Qc1+ (?) Ka2 9 Qc2+ Ka1 10 Ke1 Re3+ (?) 11 Kf2, with a familiar *zugzwang* position. But Mohaupt (DDR) showed that instead of 10 ... Re3 Black

491

+



should play 10 ... Rc3!, gaining a draw thanks to a tactical feature of the position: 11 Qa4+ Kb2 12 Qb5+ Kc2, and the e-pawn is immune due to the rook check at e3. Avrebakh agreed with this variation, and on the basis of it assessed the initial position as drawn. It was this assessment that was given in later works on the endgame.

But in fact White can nevertheless win.

In position 491 instead of 8 Qc1+ he should continue **8 Kd1! Re3 9 Qc2!**, and now 9 ... Ra3 10 Qc1+ Ka2 11 Qc4+ Ka1 is refuted by the unexpected 12 Qf1!!, which inevitably leads either to mate (12 ... Re3 13 Kc2+ Ka2 14 Qa6+ Ra3 15 Qc4+ Ka1 16 Qf1+ and 17 Qb1 mate), or to gain of material (12 ... Ka2 13 Qe2+; 12 ... d3 13 Qe1; 12 ... Rc3 13 Qa6+, then 14 Qb5+ and 15 Qxe5).

A full stop could have been placed at this point, had not another defensive line appeared for Black—**9 ... e4!**

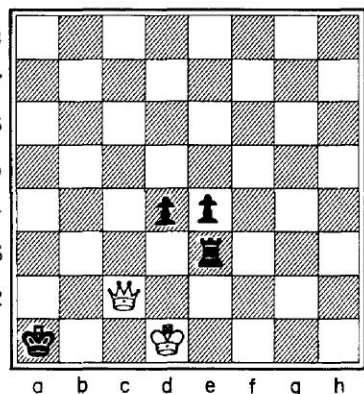
492. Black to move is in *zugzwang*: 10 ... Rd3+ 11 Ke1 Re3+ 12 Kf2 Rf3+ 13 Kg2 Rd3 14 Kh2. But, alas, White cannot lose a tempo by 10 Kd2? due to 10 ... Re2+! with a pawn fork and a draw. He has to seek new methods of play, this time against hanging pawns.

10 Qa4+ Kb1 11 Qb4+ Ka2 (while the d-pawn is defended only indirectly, the king cannot go either to a1 or b2, since then it is

Queen against Rook

492

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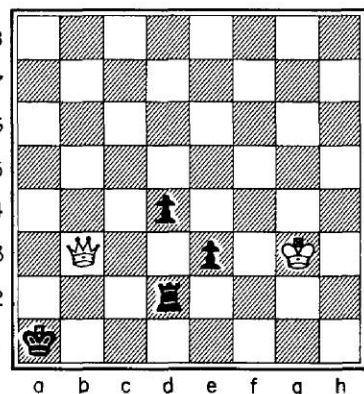
captured with check) **12 Kd2 Rd3+ 13 Ke1 Ka1!**

Again the best defence. The alternative is more prosaic: **13 ... Re3+ 14 Kf1 Rf3+ 15 Kg2 Rd3 16 Kg1! Rg3+ 17 Kh2 Rd3 18 Kg2 Ka1 19 Qe1+ and 20 Qxe4.**

14 Kf2 e3+ (14 ... Rd2+ 15 Kg3 Rd3+ 16 Kf4 e3 17 Kg3! comes to the same thing) 15 Kg3! Rd2 (15 ... Ka2 16 Qc4+, or 15 ... e2 16 Kf2) 16 Qb3! (493).

493

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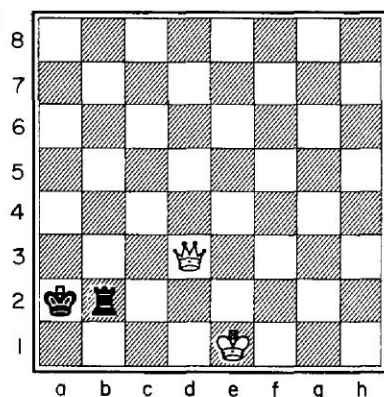
493. Zugzwang. The idea of stalemating the king has been consistently carried out to the end. Although the pawns succeed in advancing towards the queening squares, they do not give any counter-play and the defence does not hold.

16 ... d3 (16 ... e2 17 Kf2 d3 18 Qc3+

Rb2 19 Qxd3) 17 Kf3 e2 18 Qc3+ Rb2 19 Kf2 Ka2 20 Qxd3 e1=Q+ 21 Kxe1 (494).

494

/-



494. There is an amazing logic permeating the game of chess! In unwinding the tangle of pieces in the initial position, a fine thread has as though led us to an exception to the rule, where a queen wins against a rook only if it is on that very square on the 3rd rank that it now occupies. After **21 ... Rb1+ 22 Kd2 Rb2+ 23 Kc1** Black loses only because the b1 square is controlled by the queen, otherwise a draw would be inevitable.

Let us return to the initial position (490). If it is Black to move he again cannot avoid the driving back of his king, but it cannot be stalemated, and the breakthrough of the white king to the pawns is neutralized by the threat of their advance.

1 ... Kc5! 2 Kd1 (2 Qd7 Rc3) 2 ... Rd3+ 3 Ke2 Re3+ 4 Kd2.

Now, as we already know, Black loses after **4 ... Kb4 5 Qd5!**, while **4 ... Re4 5 Qc8+** leads to the loss of the rook. Black is forced to advance a pawn, but this is part of his intentions.

4 ... e4 5 Kd1 Rd3+ 6 Ke2.

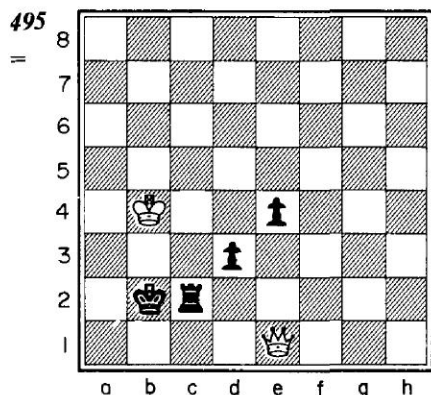
The king embarks on a lengthy raid. But perhaps it should remain on the Q-side? Let us check: **6 Kc2 Re3 7 Kb2 Kb4 8 Qd5 Re2+ 9 Kc1 d3 (9 ... Kc3? 10 Qa5+ Kd3 11 Qa3+ Kc4 12 Qa6+) 10 Qd4+ Kb3 11 Kd1.**

One gains the impression that Black is in

Queen against Rook and Two Pawns

zugzwang, but after 11 ... Ka2 12 Qb4 he does not continue 12 ... Ka1? 13 Qb3! e3, which does indeed lose (14 Qa3+), but immediately 12 ... e3! 13 Qc3 (the d3 pawn cannot be captured with check) 13 ... Rd2+ 14 Ke1 Re2+ 15 Kf1 Rf2+ 16 Kgl d2, forcing a draw.

6 ... Re3+ 7 Kf2 Rf3+ 8 Kg2 Re3 9 Kh2 Kb4 10 Qc6 Kb3 11 Qc5 Re2+ 12 Kg3 d3 13 Qc1 Rc2! 14 Qd1 Kb2 15 Kf4 Re2 16 Ke5 Ka2 17 Kd4 (17 Qcl Rc2) 17 ... Kb2 18 Kc4 Rc2+ 19 Kb5 Re2 20 Kb4 Rc2 21 Qe1 (495).



495. The critical position. On 21 ... Re2 there follows 22 Qc3+ Kb1 23 Kb3. But the pawns are ready to stand up for themselves:

21 ... d2 22 Qe2 e3 23 Qd3 Kc1 24 Qxe3 Rc8. Draw.

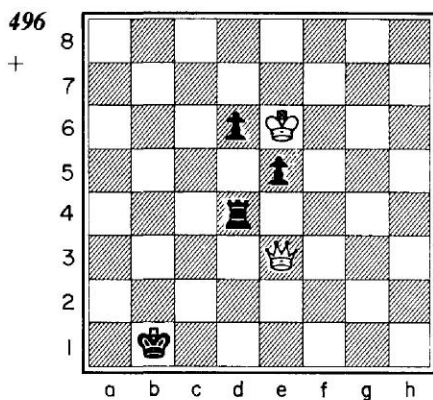
We can draw the first conclusion: *the battle in this type of ending proceeds 'for' and 'against' the driving of the king into the corner.*

Now it will be useful to explain which factors assist the attack, and which the defence.

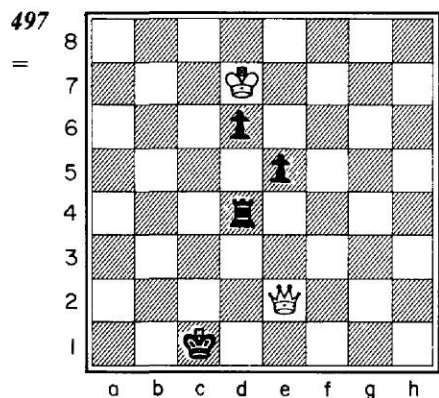
496. We know that the queen can force the king to withdraw by standing a knight's move away. Here this can be achieved in one move—1 Qc3, or in two—1 Qb3+ Kc1 2 Qa2.

Let us continue the second variation: 2 ... Kd1 3 Qb2 Ke1 4 Qc2 Kf1 ... Stop! The d2 square is inaccessible to the queen, so let us come in from the other side: 5 Qh2 Ke1 6 Qg2

Henkin, 1962



Kd1 7 Qf2 Kc1 8 Qe2 Kb1. Again a hitch—the rook prevents any further driving back of the king. White is unable to count on the help of his king, and waiting moves (e.g. 9 Kd7) do not lead to *zugzwang*, since Black does not reply 9 ... Ka1? 10 Qc2, but 9 ... Kc1. We will record this curious position in a diagram (497).



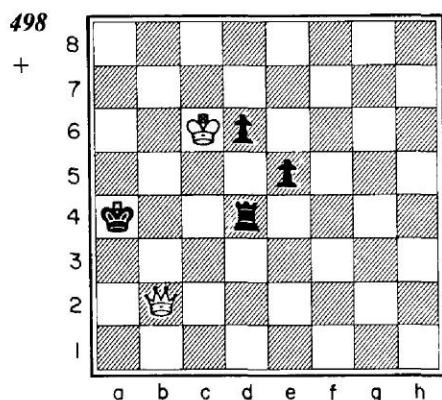
497. We can draw a further conclusion: *the queen is unable to drive the enemy king into the corner if the rook is controlling the critical squares.*

Let us return to position 496. White wins by 1 Qc3!

After 1 ... Ka2 2 Qc2+ Ka3 3 Qb1 Ka4 4

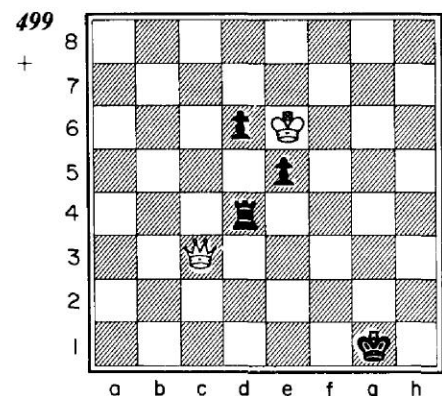
Qb2 Ka5 5 Qb3 Ka6 the rook again prevents the queen from occupying b4 and continuing the driving back process, but on the other hand the king comes into play with decisive effect: **6 Kd7 Ka5 7 Kc6**.

The alternative defence also does not help: **1 ... Rd1 2 Kd7 Rd4 3 Kc6 Rd1 4 Kb5 Rd4 5 Ka5 Ka2 (5 ... Rd1 6 Kb4) 6 Qc2+ Ka3 7 Qb1 Rd5+ 8 Kb6 Rd4 9 Kc6 Ka4 10 Qb2— zugzwang (498).**



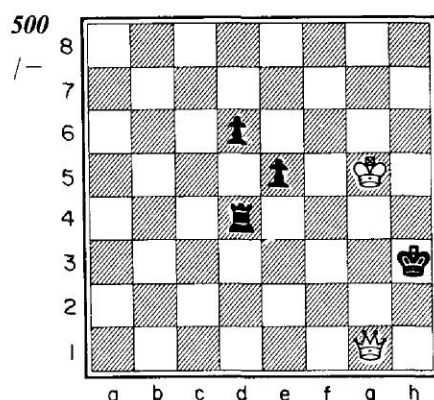
498. If the queen and the black king change wings, the winning plan remains the same, but its implementation is complicated by the fact that the rook, having a strong point at f4, can actively oppose the attack by the enemy king.

Henkin, 1981



499. If in analogy with the previous example White plays **1 Qf3**, after **1 ... Kh2 2 Qf2+ Kh3 3 Qg1 Kh4 4 Qg2 Kh5 5 Qg3 Kh6 6 Kf7 Kh5** the further surrounding of the king does not proceed very smoothly: **7 Qf3+ Kh6 8 Kg8 Kg6!**, and it is not clear who has been driven back by whom.

White wins by **1 Qe3+! Kg2 2 Kf5 Kf1 3 Kg5 Kg2 4 Kg6! Rg4+ 5 Kh5 Rd4 6 Kg5 Kf1 7 Kh5! Kg2** (it is for this position, with him to move, that White has been aiming) **8 Qe2+ Kg3 9 Kg5! Kh3 10 Qf3+ Kh2 11 Qf2+ Kh3 12 Qg1 (500).**



500. *Zugzwang.* Black loses a pawn: **12 ... d5 13 Qe3+**, or **12 ... Rf4 13 Qe3+ Kg2 14 Qd2+** etc.

Third conclusion: *a zugzwang position can be created on the edge of the board, if the queen and king coordinate from opposite sides.*

Against wing pawns the methods for realizing the advantage remain unchanged, but the defensive resources are increased.

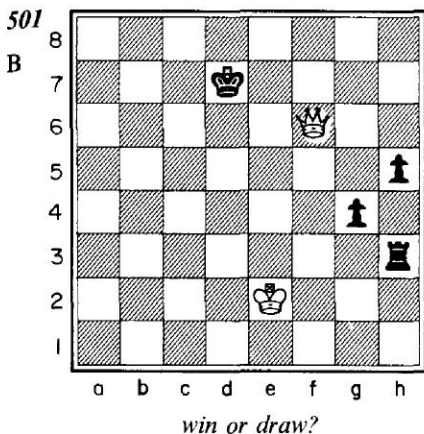
501. Black's island is impregnable, but his king is outside it, and the queen is waiting for it to begin running. When suddenly ...

1 ... Rf3!

The king does not wish to retreat, even though the fortress walls may be broken: **2 Qg7+ Ke6 3 Qg6+ Ke5 4 Qxh5+ Kf4**. At the cost of a pawn Black has succeeded in consolidating his small army (402).

This is the leitmotif of Black's strategy, and

Flerov-Paramonov
Moscow, 1981

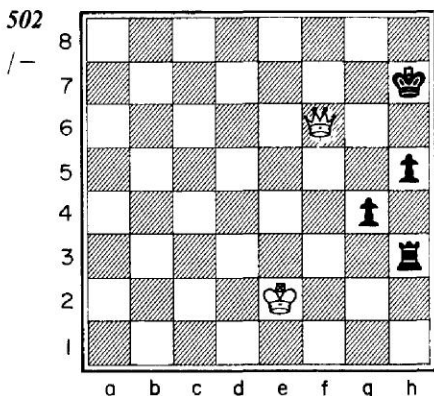


it is also what happened in the game (it was deemed drawn on the 91st move). But couldn't White have delayed winning the pawn, and, following the pattern of previous examples, tried to drive the enemy king into one of the corners, achieving a *zugzwang* position? It is on the success of this operation that the evaluation of the position depends. In order to give a complete solution to this problem, a journey has to be made over the entire board.

2 Qg6 Rh3 3 Qb6 Ke7 4 Qc6 Kf7.

Logically, White should now continue 5 Qd6 Kg7 6 Qe6, a manoeuvre which is justified in the event of 6 ... Kh7? 7 Qf6 (502).

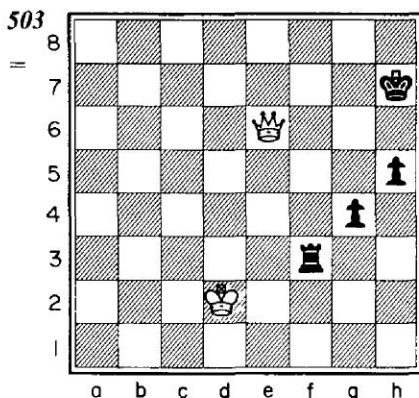
Henkin, 1981



502. The king is inevitably driven to h8 or a8: 1 ... Kg8 (1 ... Rf3 2 Qg5 Rh3 3 Kd2 Rh2+ 4 Kd3 Rh3+ 5 Kd4 Kh8 6 Qg6) 2 Qg6+ Kf8 3 Qh7 Ke8 4 Qg7 Kd8 5 Qf7 Kc8 6 Qe7 Kb8 7 Qd7 Ka8 8 Qc7. *Zugzwang*—Black loses material.

Instead of 6 ... Kh7?, Black has a clear draw by 6 ... Rf3! 7 Kd2 Kh7 (503).

Henkin, 1981



503. The rook controls the f-file and the 3rd rank, preventing the invasion of the enemy pieces. The king manoeuvres between h7 and g7, and a *zugzwang* position cannot be created. A positional draw.

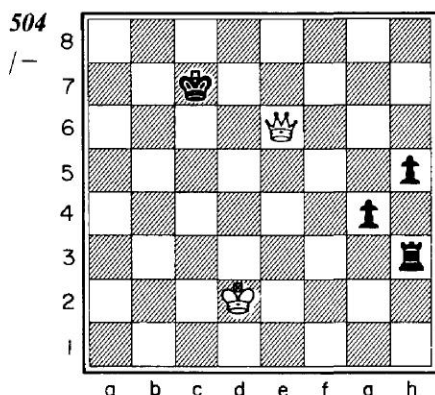
Thus, with correct defence the king cannot be driven to h8 or onto the 8th rank, so let us return to the main variation and try changing the direction of attack.

5 Qh6 Ke7 6 Qg6 Kd7 7 Qf6 Rf3 8 Qg5 Rh3 9 Qe5! Kc6 10 Qe6+.

On 10 Qd4 there would have followed 10 ... Rf3! A feature of the position is that, with the rook at f3, the queen can get to the h5 pawn only on the 3rd move. So as to be able to come to the aid of the other pawn in time, the black king must be not more than three steps away from f4. But even this is insufficient. The square must be chosen, taking account of the dynamics of the play. In the event of, for example, 10 ... Kc7 11 Kd2 (White can always give the opponent the

move by some king manoeuvre) Black can no longer prevent the further driving-back of his king (504).

Henkin, 1981

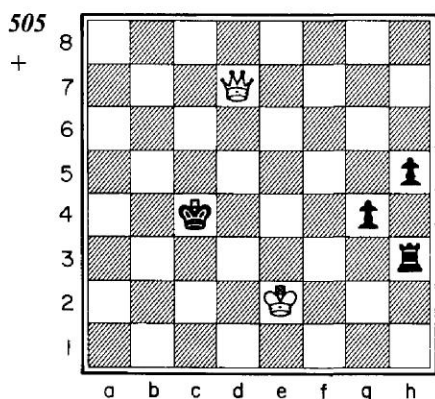


504. 1 ... Kb7 (1 ... Rf3 2 Qe5+ and 3 Qxh5) 2 Qd6 Ka7 3 Qc6 Kb8 4 Qd7 Ka8 5 Qc7 etc.

On 10 Qe6+ Black should continue 10 ... Kc5 11 Qd7 Rf3! (again the rook comes to the rescue: 12 Qe7+ Kd5 13 Qg5+ Ke4 14 Qxh5 Kf4—draw).

But what happens in the event of 11 ... Kc4? (505).

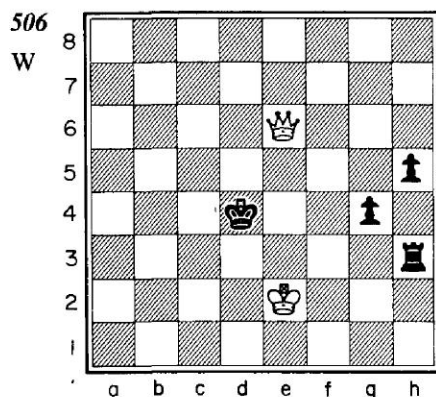
Henkin, 1981



505. By the combined efforts of his pieces, White drives the king into the a1 corner.

1 Qd6 Rf3 2 Qe5 Rh3 3 Kd2 Rd3+ 4 Ke4 Rh3 5 Ke2 (now it is Black to move, and his king is forced to concede a further inch of the board) 5 ... Kb4 6 Qd5 Kc3 (the driving-back continues) 7 Qc5+ Kb3 8 Kd2 Ka4 9 Qb6 Ka3 10 Qb5 Ka2 11 Qb4 Ka1 12 Kc2 (the mate threat forces Black to allow the king across the 3rd rank) 12 ... Rh2+ 13 Kd3 Rh3+ (13 ... g3 14 Qe1+) 14 Ke4 (the king heads for the pawns, to restrict the rook completely) 14 ... Ka2 (14 ... g3 15 Kd3! g2+ 16 Kc2) 15 Kf5 Rf3+ 16 Kg5 Rg3 17 Qb6! Ka3 18 Qb5 Ka2 19 Qb4 Ka1 20 Qd2 Kb1 21 Qf2! Kc1 22 Qe2 Kb1 23 Qd2 Ka1 24 Qc2, and the king has to witness the destruction of his own army: 24 ... g3 25 Qg2, or 24 ... Rh1 25 Qa4+ Kb2 26 Qb5+ Ka3 27 Qa6+ and 28 Qb7+ and 29 Qxh1.

Having noted that the c4 square is unfavourable for the black king, let us continue the main variation—12 Qe8! Rh3 13 Qe6 Kd4—and again pause (506).

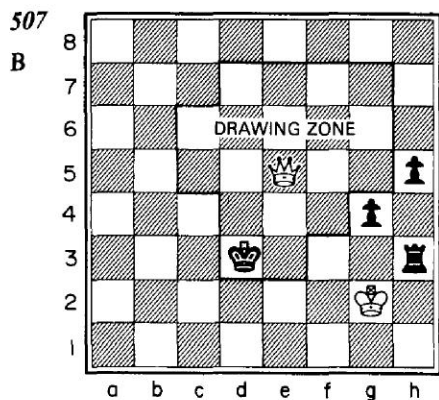


win or draw?

506. The tempo of the pursuit has slowed, since White's own king is in the way. Thus on 14 Qf5 there follows 14 ... Re3+ 15 Kd2 Rh3, and nothing has changed. If the king starts to go round on the Q-side—16 Kc2, then after 16 ... Ke3 17 Kc3 Rf3! 18 Qxh5 Kf2+ 19 Kd4 Kg3 we reach that drawn position for which Black has all the time been

aiming. Therefore, before occupying f5 with his queen, White must restrict the rook's mobility by transferring his king to g2. But, as we will see later, this plan too has its drawbacks.

14 Kf2 Rf3+ 15 Kg2 Rh3 16 Qf5 Ke3 17 Qe5+ Kd3 18 Qf4 Rf3 19 Qg5 Rh3 20 Qe5 (507).



507. The critical position. As before, 20 ... Kc4 is bad due to 21 Kf2 Kd3 22 Qd5+ Kc3 23 Ke2 (cf. position 505).

Let us try playing **20 ... Kd2 21 Qe4 Kd1**. This plan does not provide a successful defence: **22 Qd5+! Ke2** (22 ... Kc1 23 Qa2!, or 22 ... Kc2 23 Qd4) **23 Qd4! Ke1**.

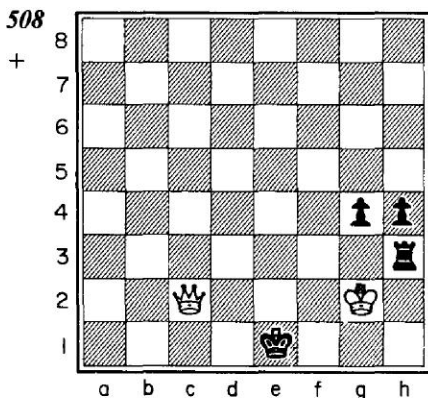
A pawn is lost after 23 ... Re3 24 Qb2+ Kd1 (24 ... Kd3 25 Qb5+) 25 Qa1+ Kc2 (25 ... Kd2 26 Qa5+) 26 Qa2+ Kc1 (26 ... Kc3 27 Qa5+; 26 ... Kd1 27 Qd5+) 27 Qc4+ and 28 Qd5(b5)+.

24 Qf2+ Kd1 25 Qb2 Ke1 26 Qc2. White has achieved a great deal, but the struggle is not yet over: **26 ... h4 (508)**.

508. Perpetual check is threatened, so White has to provide space for his king: **1 Qe4+ Kd2 2 Qd4+ Kc2**.

Forced, since in the event of 2 ... Ke1 (2 ... Rd3 3 Qf2+) 3 Qb4+ the pawn is captured with check. But now the white king escapes from the encirclement and comes decisively into play.

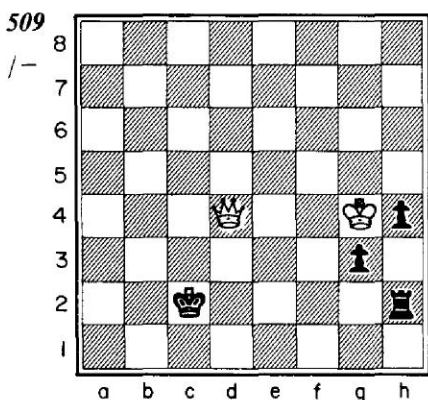
Henkin, 1981



3 Kf2.

Up till now the g-pawn has been immune, but now it is in danger. 3 ... Rf3+ 4 Ke1 Rg3 fails to 5 Qd8!, and one of the hanging pawns is bound to fall (5 ... Rh3 6 Qc8+). Only one last possibility remains:

3 ... g3+ 4 Kf3 Rh2 5 Kg4 (509).

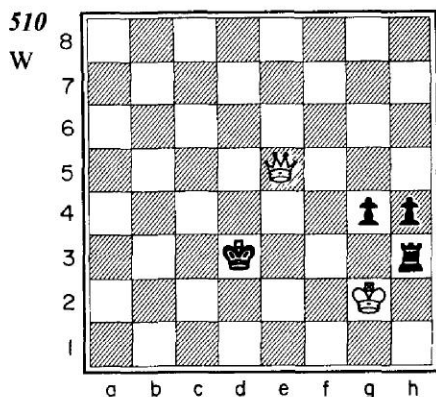


509. The black island has moved one rank forward, but the further advance of the pawns to the queening squares is halted. The king is forcibly driven into the a1 corner.

5 ... Kb3 6 Qc5 Kb2 7 Qc4 Kb1 8 Qc3 Ka2 9 Qb4 Ka1 10 Qb3. Zugzwang—White wins.

Thus we have determined the safe zone for the black king, which is shown in diagram 507. Any move outside of it leads to defeat.

But what is Black to play if it is his move?
Only **20 ... h4!** (510).



win or draw?

510. The cramped position of the white king on the flank begins to tell. The rook is ready to pursue it, and the king cannot cross the e-file. Therefore the queen must change its position, but in such a way that the enemy king does not approach the pawns.

21 Qg5!

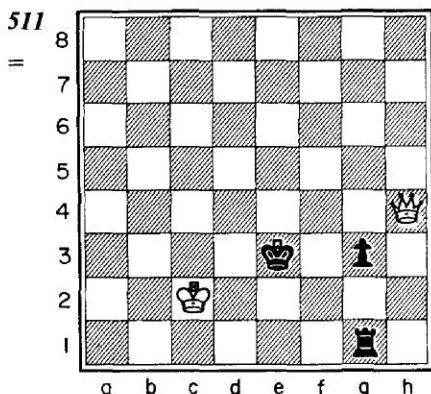
The aim is achieved, and the black king has only two squares available—c2 and c3, but it does not wish to go there, since after 22 Kf2 it cannot avoid being driven further back. But, as if in reward for its lengthy suffering, Caissa magnanimously grants salvation ...

21 ... Rg3+ 22 Kf2 Rf3+ 23 Ke1 Re3+ 24 Kd1 Rg3!!

Not 24 ... Rh3? 25 Qg6+ and 26 Qxg4. Now Black forces the queen to take the h-pawn, but he retains his more valuable pawn and succeeds in supporting it with his king.

25 Qd8+ Ke3 26 Qxh4 Rg1+ 27 Kc2 g3 (511).

511. This position is not an orthodox one, and it is not covered by theory. To take it onto familiar lines, Black has to occupy g2 with his king and the f-file with his rook, but at the same time he must not allow the white king across to the pawn. White is able to



forestall this plan, but the proximity of the pawn to the prize square ensures a successful defence.

28 Qh3 (after 28 Qf6 Re1 the pawn is ready to advance) **28 ... Kf2 29 Kd2 Rf1 30 Kd3 Re1!** (of course, not 30 ... g2?? 31 Qe3 mate, while 30 ... Rg1 also fails to 31 Ke4) **31 Kd4.**

In the event of 31 Qf5+ Kg2 32 Kd2 Rf1 Black achieves his aim. Now 31 ... Rf1 is bad due to 32 Ke4, but the pawn is able to advance.

31 ... g2 32 Qh4+ Kf1 33 Qf4+ Kg1 34 Kd3 Rf1 35 Qh4 Rf8 36 Qh6 Rf1 37 Ke3 Rf7 38 Qh4 Rf1 39 Ke2 Rf8 40 Qd4+ Kh2 41 Qd6+ Kh3! (41 ... Kh1? 42 Qh6+) 42 Qh6+ Kg3. Draw.

Thus the position from the Flerov-Paramonov game was drawn. Its analysis has enabled us to make a number of deductions, the chief of which can be formulated as follows: *the defender can avoid the driving back of his king, if he is able to give up one of his pawns to attain a drawing position.*

If the pawns are far advanced and the queen badly placed, only the side with the rook may have winning chances.

512. This position did not occur in the game. Byrne offered a draw in a position which could have led to force to the diagram position. He evidently considered it unpromising, but in fact it is quite difficult for White to attain a draw, whereas for Black there is no risk of losing. Despite the queen's

Queen against Rook and Two Pawns

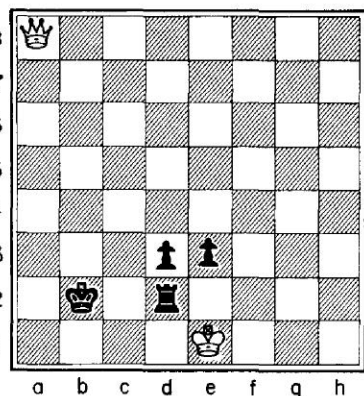
Keres-R. Byrne

Moscow, 1955

(variation from the game, with colours reversed)

512

B



great mobility, it is not easy for it to come into play from its distant position.

1 ... Rc2 (1 ... Rf2 2 Qa6!) 2 Kf1!

The only defence. In the event of 2 Qh8+ (2 Qb7+ Kc1 3 Qh1 d2+ 4 Ke2+ d1=Q++) 2 ... Kb1 3 Kf1 Rc1 + 4 Kg2 e2 5 Qb8+ Kc2 6 Qc7+ Kd1 the appearance of a new black queen is inevitable.

2 ... Rc1 + 3 Kg2 e2 4 Qb7+ Kc2 5 Qc6+ Kd2 6 Qh6+ Kd1 7 Qh5 Rc4! (on 7 ... Rc5 there follows not 8 Qg4? Rg5!, but 8 Qf3) 8 Kh2!

8 Kf2 loses to 8 ... Rh4! 9 Qf3 Rf4! when the pawn queens with check, while after 8 Qf3 Kd2 9 Qf2 Re4! the defence is much more difficult. Now 8 ... Rh4+ 9 Qxh4 e1=Q allows 10 Qa4+, when perpetual check cannot be avoided.

8 ... Rf4 9 Kg2 d2 10 Kh2 Ke1 (10 ... Rf2+ 11 Kg1 Ke1 12 Qh4 d1=Q 13 Qb4+!, but not 13 Qxf2+? Kd2+) **11 Kg2!**

An unexpected finish follows after 11 Qa5 Kf1! 12 Qxd2 Rf2+ 13 Kh1? (hoping for stalemate after 13 ... e1=Q 14 Qd3+ Re2 15 Qf3+ Qf2 16 Qxe2+; of course, 13 Kh3 e1=Q 14 Qd3+ is correct, with perpetual check) 13 ... Rf5!! 14 Kh2 Rh5+ 15 Kg3 e1=Q+.

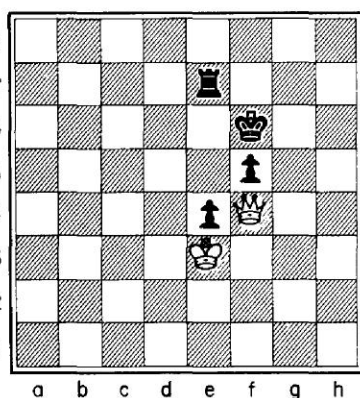
But now White nevertheless forces a draw after both **11 ... d1=Q 12 Qa5+ Qd2 13 Qa1+**, and **11 ... Rf2+ 12 Kg1! Rf1+ 13 Kg2** etc.

Positions where the rook supports the pawns from behind are less favourable for the defence. The result usually depends on how far the leading pawn has managed to advance.

Horwitz & Kling, 1851

513

+



513. White's task is to win the f-pawn, transposing into position 358. To do this he has to occupy f4 with his king.

1 Qh4+ Kf7.

Berger erroneously considered 1 ... Ke6 to be the best defence, thinking that after 2 Kf4 Black could draw by 2 ... e3 3 Kxe3 Kf7+ 4 Kf3 Re4. He did not know that the resulting position 418 is won for White. Even so, White should not go in for this variation, since after 1 ... Ke6 the continuation suggested by Berger himself is simpler: 2 Qg5 Rf7 3 Kf4 Kd7 4 Qg6 Ke7 5 Ke5 Kf8 6 Ke6 Re7+ 7 Kf6 e3 8 Qh5.

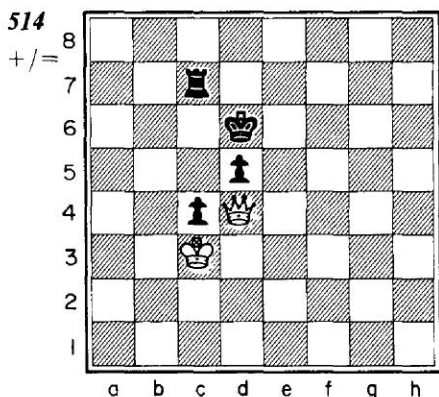
2 Qg5 (not immediately 2 Kf4 due to 2 ... e3) **2 ... Re5** (2 ... Ke6 3 Kf4 Rf7 4 Qg6+ Ke7 5 Ke5 e3 6 Qd6+ Ke8 7 Ke6) **3 Kd4! Rb5** (3 ... Ra5 4 Qd8) **4 Qd8 Rb4+ 5 Ke5 Rb5+ 6 Kf4 Rc5 7 Qd7+**, winning the rook.

If it is Black to move, the attempt to attain the drawn position 487 does not succeed: **1**

... **Rd7 2 Qh6+ Ke5 3 Qh8+ Ke6 4 Qc8 Ke7 5 Kf4** etc.

If the position is moved one file to the right it turns out to be drawn, since even in the event of the loss of the g-pawn Black remains with a bishop's pawn on the 4th rank, which enables him to hold the position. But if the position is moved two files to the left, the result will depend on who it is to move.

Henkin, 1960



514. Again one of Black's pawns is a bishop's pawn, but on the other hand his king is on the long side of the board, and for it to cross the c-file two tempi are required, which White uses to approach with his king.

1 Qf4+. Now two variations should be considered:

(a) 1 ... Kc6 2 Kd4 Rc8!

This sets White the most difficult problems. The point of this defence is revealed in the variation **2 ... Kb7 3 Kxd5 c3 4 Qb4+!** (a draw results from **4 Kd6? c2 5 Qb4+ Ka6! 6 Qa4+ Kb6 7 Qb3+ Ka6 8 Qa3+ Kb7! 9 Qb2+ Kc8**) **4 ... Kc8.**

On **4 ... Ka6** there follows **5 Qb8!** But were the rook now at c8, the position would be drawn, since to attack the rook the king would require two tempi, and in this time Black would be able to queen his pawn.

5 Qa4! c2 6 Kd6 Kb7 7 Qb5+ Kc8 8 Qa6+ Kb8 (8 ... Kd8 9 Qa8+ Rc8 10 Qb7) 9 Qb6+

Rb7 10 Qd8+ Ka7 11 Qa5+ Kb8 12 Qc3, and White wins.

Let us return to the position after **2 ... Rc8!** Now it is clear that in the event of **3 Qf6+ Kb7 4 Kxd5 c3** Black gains a draw, thanks to his rook at c8. Therefore, before capturing the d-pawn, White must force the rook to occupy c7 again.

3 Qf7! Kb6!

For the moment attack and defence neutralize each other. **3 ... Rc7** is bad due to **4 Qd5+ Kb6 5 Qa8! c3 6 Qb8+**, as is **3 ... Rd8 4 Qe6+ Kb7 5 Kc5 Rc8+ 6 Kb5 Rc7 7 Qxd5+ Kc8 8 Kb6.**

4 Qd7! Rc7 (now White has to keep the rook on this square, without losing a tempo)

5 Qd8! Kb7 (5 ... c3 6 Qb8+) 6 Qxd5+ Ka7 7 Qa5+ Kb7 8 Qb5+, and then as in the note to Black's 2nd move.

(b) 1 ... Kd7 (Black intends to transfer his king to b7 via c8) **2 Qf5+! Kc6.**

After **2 ... Kd8 3 Qxd5+ Kc8 4 Qa8+** White wins as in position 360. **2 ... Kd6** leads to the main line after **3 Kd4 Rd7 (3 ... c3 4 Qxd5+ Ke7 5 Ke5) 4 Qf6+.**

3 Kd4 Rd7 4 Qe6+ Kc7 5 Qe8! (weaker is **5 Kc5 c3! 6 Qe5+ Kb7**) **5 ... Rd8.**

If **5 ... Kd6**, then **6 Qe5+ Kc6 7 Qb8! Rc7 8 Qa8+ Kb6 (8 ... Rb7 9 Qa6+ Rb6 10 Qc8+ Kb5 11 Kxd5) 9 Kxd5 c3 10 Qb8+ Rb7 11 Qd6+.**

6 Qe5+! Kc6 7 Qe6+ Kc7 8 Kc5 Rd7 9 Qb6+ Kc8 10 Kc6 c3 11 Qa5, and wins.

Black to move saves the draw by **1 ... Kc6!**, when White cannot prevent position 362 from being reached, while **2 Kd4 Rb7+** and **3 ... Rb3** leads to position 487, which is also drawn.

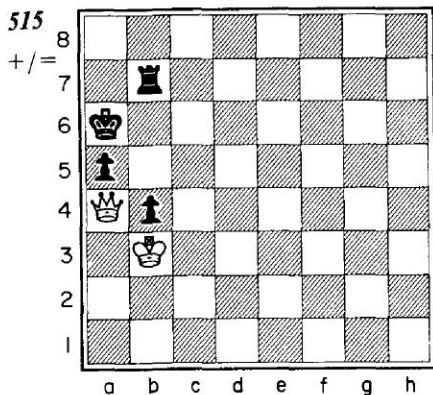
If one of the pawns is a rook's pawn, the stronger side can normally exploit the cramped position of the enemy king on the edge of the board.

515. 1 Qc6+ Rb6 (1 ... Ka7 2 Qc5+ Ka6 3 Ka4) 2 Qa8+ Kb5 3 Qd5+ Ka6 4 Ka4 etc.

If Black begins, he plays **1 ... Rc7!**, when transposition into the drawn position 487 is inevitable.

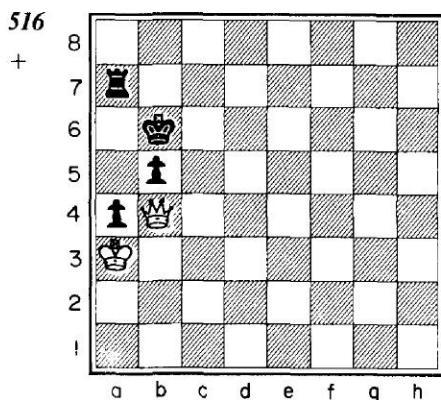
Queen against Rook and Two Pawns

Henkin, 1962



In the following position, where the rook's pawn is further advanced than the knight's pawn, Black loses irrespective of who it is to move.

Henkin, 1962



516. 1 Qd6+ Kb7.

In the event of 1 ... Ka5 2 Qd8+! Ka6 3 Kb4 Black cannot play 3 ... Rb7 due to the mate at a5, while after 3 ... Kb7 4 Kxb5 a3 5 Qb6+ Ka8 6 Kc6 he loses his rook.

2 Qc5 Ka6 3 Kb4 Rb7 4 Qd4! Rb6 (4 ... Rb8 5 Qd6+ Ka7 6 Ka5 Rb7 7 Qd4+ and 8 Ka6) 5 Qd8! Ka7 6 Ka5 Rb7 7 Qd4+ and 8 Ka6.

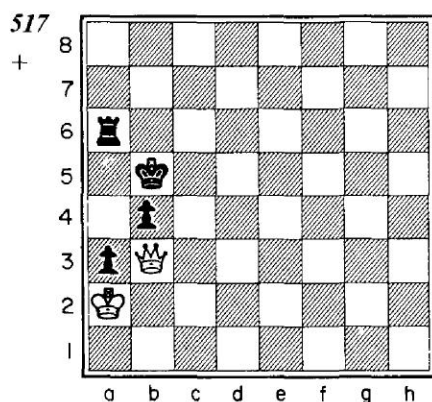
If it is Black to move, he is not able to

regroup along the lines of position 487, as in the previous example.

1 ... Rc7 (1 ... Rd7 2 Qc3! Rd1 3 Qe3+ Ka6 4 Kb4 Rb1+ 5 Kc5) 2 Qd4+ Kb7 3 Qd5+ Kb6 (3 ... Ka6 4 Qd6+ Kb7 5 Kb4 a3 6 Kxb5 a2 7 Qd5+) 4 Qd8! Kc6 5 Kb4 a3! 6 Qa8+! (not 6 Kxa3? Ra7+! and 7 ... Ra4 with a draw as in position 402) 6 ... Kb6 7 Qa5+ etc.

Let us move the position one rank down the board.

Henkin, 1962



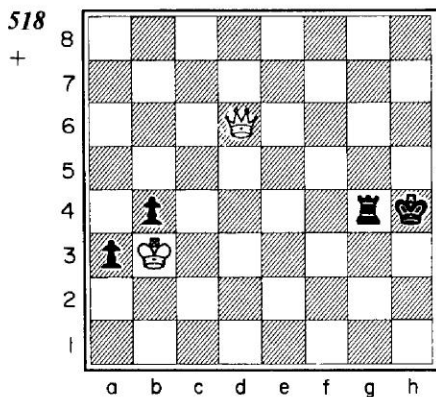
517. This is the only position of this type where such far advanced pawns are unable to withstand the attack by the queen.

1 Qd5+ Kb6 2 Qc4 Ka5 (2 ... Ra4 3 Kb3 a2 4 Qd4+) 3 Kb3 Rb6 4 Qc8! Kb5 (4 ... Rb5 5 Qc6!—zugzwang) 5 Qe8+ Ka6 (5 ... Rc6 6 Qe5+ Rc5 7 Qb8+) 6 Qa8+ Kb5 7 Qa4+ Kc5 8 Qd7!, and Black loses: 8 ... a2 9 Qa7!, or 8 ... Ra6 9 Qc7+ Kb5 10 Qc4+ etc.

Even less favourable for the weaker side is the defence of connected pawns by the rook along the rank. The winning procedure in the most difficult position of this type is shown by the following example.

518. White can hope to win only by approaching the enemy pieces with his king. But this cannot be done immediately. On 1

Henkin, 1962



Kc2 there follows 1 ... Rg2+ and 2 ... a2 with a draw. The result is the same after 1 Ka4 Rg2!, when the queen cannot take the pawn due to the pin. Therefore, before calling up his king, White must deprive the rook of the g2 square.

1 Qh2+! Kg5 2 Ka4!

Only this by-passing manoeuvre leads to a win. In the event of 2 Kc2 Black forces a draw by 2 ... a2!, e.g. 3 Qh1 Rf4! 4 Qg1+ (the pawn is immune: 4 Qd5+ and 5 Qxa2 Rf2+) 4 ... Kh5! 5 Kb2 b3 6 Kxb3 Rf2!—draw (338).

2 ... Rf4 3 Kb5 Kg4.

The attempt to halt the approach of the enemy king does not succeed: 3 ... Kf5 4 Kc5 Ke5 5 Qg2! Ke6 6 Qd5+ Kf6 7 Kd6 Rg4 8 Qf3+ Kg5 9 Ke5 etc.

4 Qg2+ Kf5 5 Kc5 Rg4 6 Qd5+ Kg6 7 Qf3 Kg5 8 Kd6!

The king must approach such that it does not interfere with the queen. Thus after 8 Kd5? a2! White does not have a check at d5, winning the pawn.

8 ... Rf4 (8 ... Kh4 9 Ke5 Rc4 10 Qf2+ Kg5 11 Qf6+ etc.) 9 Qg3+ Kf5 (9 ... Rg4 10 Qe5+ Kh4 11 Qh2+ Kg5 12 Ke5 b3 13 Qd2+ Kh5 14 Kf5 a2 15 Qd1) 10 Qe3! Rh4 11 Qf3+ Rf4 12 Qh5+ Ke4 13 Qe2+ Kf5 14 Kd5 Kg5 15 Ke5 Rg4 16 Qf3 Kh4 17 Kf5, and White wins by familiar means.

3.4 QUEEN AND PAWN AGAINST ROOK AND PAWN

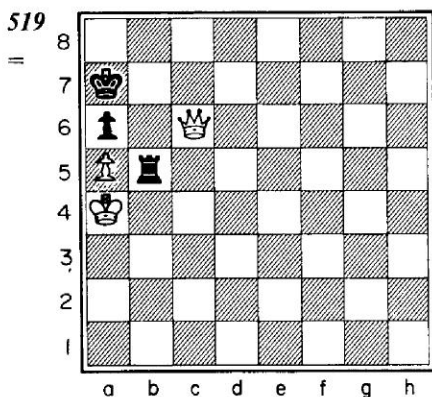
In endings of this type the stronger side's chances are markedly improved, if only because of the simple increase in his material potential. The positional fortresses, which in the preceding chapters had to be taken by prolonged siege, now become the exception. The play becomes more dynamic, and the queen copes more successfully with the new problems than does the rook.

The positions in this chapter will be divided into three groups, depending on the relative placing of the opposing pawns.

3.41 Pawns on the same file

The stronger side normally wins without any particular technical difficulty. Drawn positions are extremely rare. Here is one of them.

Grigoriev, 1917



519. The white king is cut off along the b-file by the rook, and its own pawn prevents its advance along the a-file. Were it not for the pawn White would win, as in position 387.

Black's defence is simple: his rook must not leave the b-file. For example: **1 Qc7+ Ka8 2 Ka3 Rb7 3 Qc6 Ka7 4 Qc8 Rb5 5 Ka2 Rb7.** Of

Queen and Pawn against Rook and Pawn

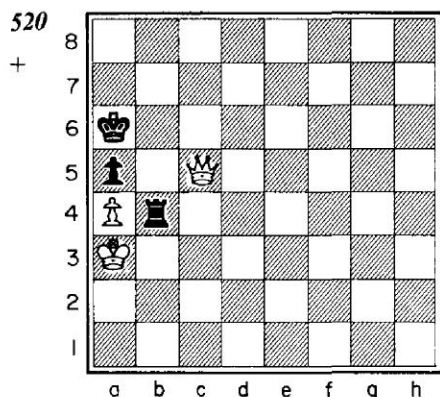
course, Black can also force a draw by perpetually pursuing the king—5 ... Rb2+ 6 Ka3 Rb3+ etc., but on no account should he be tempted by the pawn: 5 ... Rxa5+? 6 Kb3 Rb5+ 7 Ka4, and White wins.

If the position is shifted down the board, White wins by seizing the rear squares with his queen.

521. 1 Qc4+ Ka5 2 Qc5+ Ka4 3 Qa7+ Kb4 4 Qa6 etc.

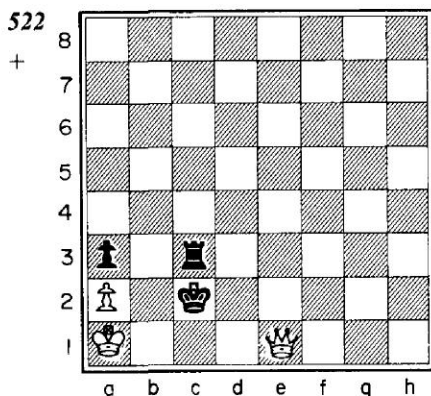
The queen may have to exert some effort to free its own king.

Henkin, 1962



520. 1 Qd5 Rb7 2 Ka2 Rb4 (2 ... Rb8 3 Qc6+ Ka7 4 Qc7+) 3 Qa8+ Kb6 4 Ka3—zugzwang.

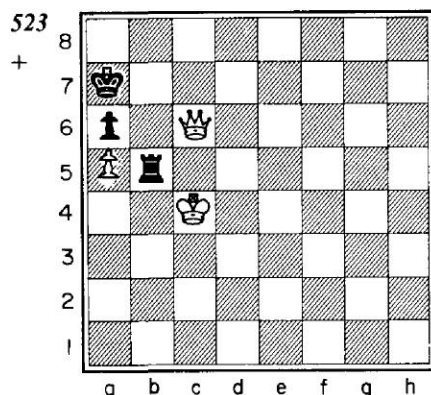
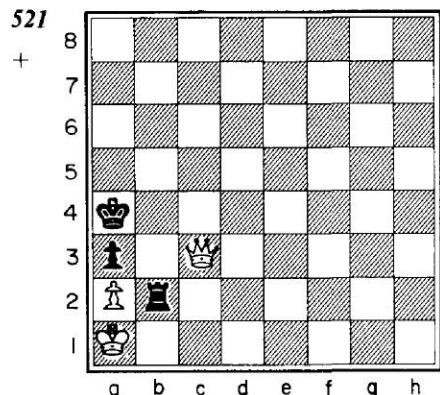
A zugzwang position can also be created without the help of the king.



522. 1 Qb1+ Kd2 2 Qb4 Kc2 3 Qd4 Rf3! 4 Qe4+ Rd3 5 Qf5 (5 Qe2+ Kc1! does not work) 5 ... Kc1 6 Qc5+! Kd2 7 Kb1 (at last) 7 ... Rc3 8 Qd4+ Rd3 9 Qf2+ Kc3 10 Qe1+ and 11 Kc2.

Let us return to position 519 and replace the white king at c4.

Grigoriev, 1917



Queen against Rook

523. The assessment has changed. The a5 pawn no longer gets in White's way, but, on the contrary, helps him, by preventing Black from creating the drawn position 384.

1 Kd4 Rb7 2 Ke5 Rb5 + 3 Ke6.

Here the benefit of the pawn is apparent. By depriving the rook of the b6 square, it allows the king and queen to stand simultaneously on the 6th rank.

3 ... Rb8 4 Qd6.

In analogy with position 384, the queen secures c8 for the king. Nothing is given by the immediate 4 Kd7 Rb7 + 5 Kc8 Rb8 +, when 6 Kc7? allows 6 ... Rc8 + with a draw.

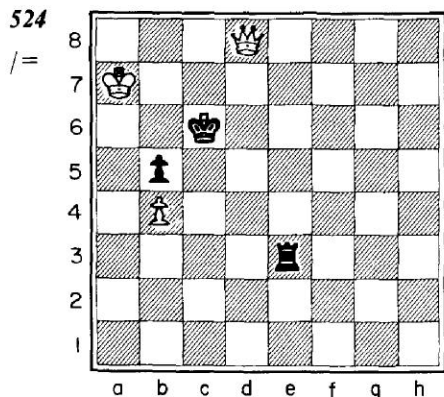
4 ... Rb7 5 Kf6 Rb5 6 Ke7 Rb7 + 7 Kd8 Rb8 + 8 Kc7 Rb7 + 9 Kc8 (now White wins even without his pawn, but it nevertheless simplifies his task) 9 ... Rb5 10 Qc7 + Ka8 11 Qc6 +.

In view of the cramped position of the enemy king, White must play accurately. Thus 11 Qb6? is premature, when Black does not reply 11 ... Rxb6, but 11 ... Rc5 +! with a draw, as in the study by Prokes—the mirror position 307.

11 ... Ka7 12 Kc7 Rb8 13 Qb6 +! Rxb6 14 axb6 + etc.

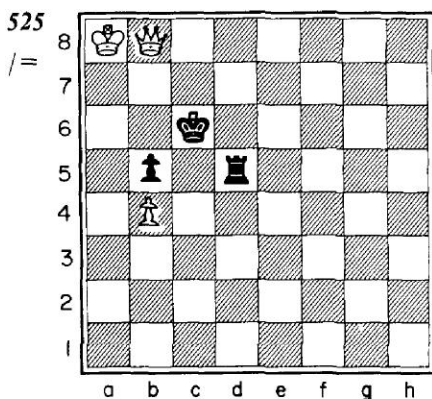
Under especially fortunate circumstances the weaker side may be saved by stalemating combinations. Here are three similar finishes.

V. & M. Platov, 1925



524. 1 ... Ra3 + 2 Kb8 Ra8 +! 3 Kxa8—stalemate.

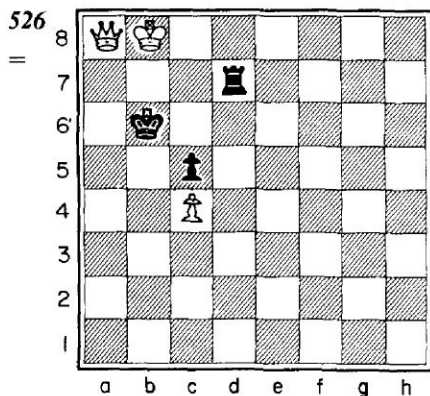
from Prokes, 1948



525. 1 ... Rd8! 2 Qxd8—stalemate.

The same picture arises if the black king is moved to a6, and the queen to any square on the 8th rank or the e7-h4 diagonal (of course, the queen must not be giving check).

Kubbel, 1940

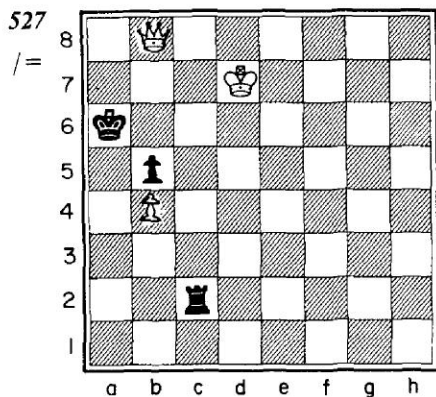


526. 1 Kc8 Rd8 +! 2 Kxd8—stalemate.

Here is another stalemating construction.

Queen and Pawn against Rook and Pawn

Henkin, 1982

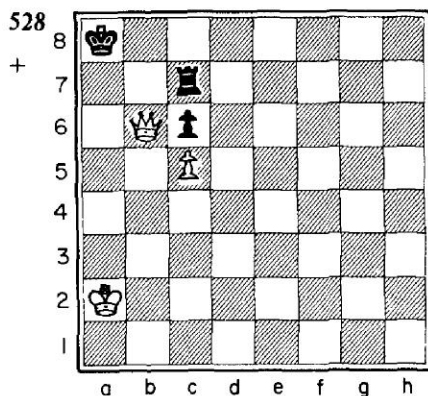


527. Black's king has no move, so that his rook becomes a 'desperado'. But from which square should he begin the pursuit? If 1 ... Rd2+, then after 2 Ke6 Re2+ 3 Kf5 Rf2+ 4 Kg4 Rg2+ 5 Kh3 the checks are exhausted.

Correct is 1 ... Rc7+ (in analogy with the plan in diagram 306) 2 Kd6 Rd7+ 3 Kc5 Rc7+ 4 Kd4 Rd7+, and the king has nowhere to hide (5 Kc3 Rd3+ 6 Kc2 Rd2+ etc.).

In the following study, after making a 'round-the-world' journey, the white king is able to avoid perpetual check.

Zek, 1979

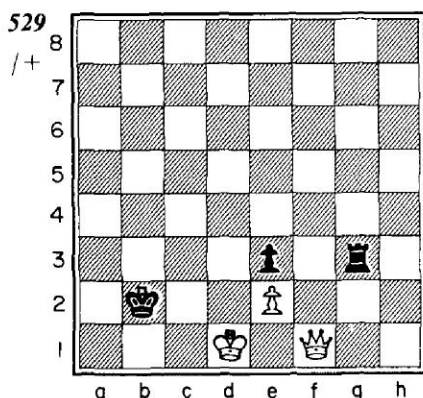


528. 1 Ka3 Ra7+ 2 Kb4 Ra4+ (2... Rb7 3

Ka5 Ra7+ 4 Qa6! Kb8 5 Kb6 Rxa6+ 6 Kxa6, and the pawn ending is won) 3 Kb3! (3 Kc3? Rc4+ 4 Kb3 Rc3+, with a draw) 3 ... Ra3+ 4 Kb2! Ra2+ 5 Kc3 Rc2+ 6 Kd4 Rd2+ 7 Ke5 Re2+ (7 ... Rd5+ 8 Ke6 Rd6+ 9 cxd6) 8 Kd6 Re6+ 9 Kd7 Re7+ 10 Kxc6 Rc7+ 11 Kb5 Rb7 12 Ka6 etc.

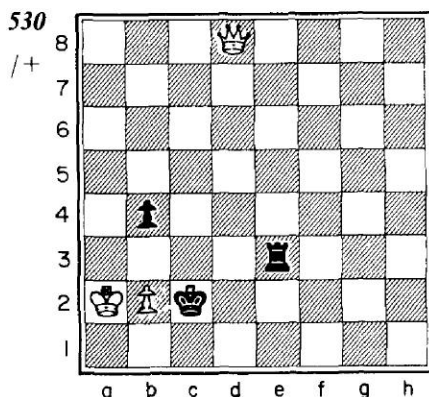
It is very rare, but nevertheless possible, for an active rook to win against a queen.

Gurvich



529. 1 ... Rg6! (preventing the check at f6, the rook switches to the other wing) 2 Qh1 Rd6+ 3 Ke1 Kc1! 4 Kf1 Rd1+ 5 Kg2 Rxb1 6 Kxb1 Kd2, and Black wins the pawn ending.

There was an amusing finish to a friendly game played in 1951.



530. Black announced mate in 4 moves: 1 ... **Ra3+!** 2 **bxa3 b3+** 3 **Ka1 b2+** 4 **Ka2 b1=Q** mate.

3.42 Pawns on adjacent files

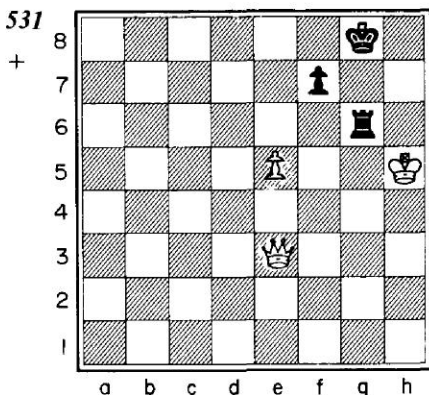
The pattern of these endings resembles some of the examples from chapter 3.2. The rook again acquires strong points, and this enables it to defend successfully in a number of instances. The stronger side wins if he can:

(a) Force a won pawn ending by the sacrifice of queen for rook.

(b) Obtain a won position from chapter 3.2 by sacrificing his pawn.

(c) Transpose into the ending of queen against rook by an exchange of pawns.

Salvioli, 1896/97

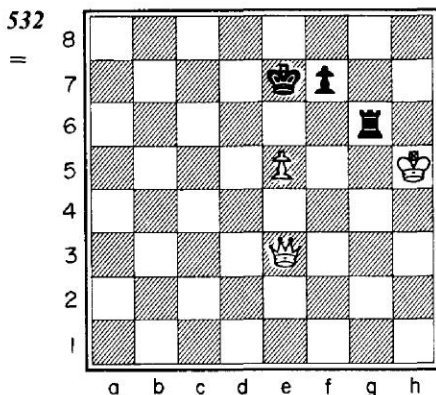


531. Without the white pawn, all positions of this type would be drawn. But here White sacrifices his queen at the appropriate moment, obtaining an easily won pawn ending.

1 **Qc5! Kg7** 2 **Qc8 Rh6+** (the rook cannot move off the 6th rank, due to e5-e6 with an exchange of pawns) 3 **Kg5 Rg6+** 4 **Kf5 Rh6** 5 **Ke4 Rg6** 6 **Kd5 Rh6** 7 **Qd8 Re6** 8 **Qd6! Rg6** 9 **Kc6 Rh6** 10 **Kd7 Rg6** 11 **Ke7 Rh6** 12 **Qxh6+** **Kxh6** 13 **Kxf7** etc.

532. The assessment has changed, because the black king is in front of the white pawn and does not allow the white queen to occupy d6.

Salvioli, 1896/97



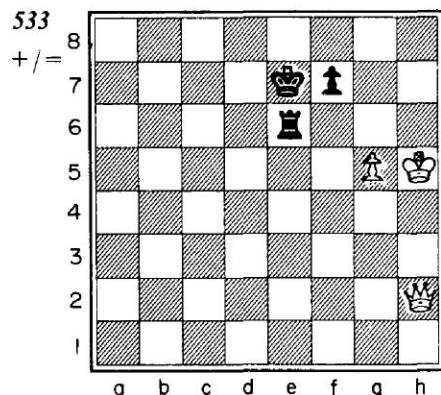
1 **Qa3+** **Ke8** 2 **Qa8+** **Ke7** 3 **Qc8 Re6** 4 **Qc7+** **Ke8** 5 **Kg5 Rg6+** 6 **Kf5 Rh6!** (the only move; 6 ... **Re6** loses to 7 **Qc8+** **Ke7** 8 **Qxe6+** etc.) 7 **Ke4 Rg6** 8 **Kd5 Rh6** 9 **Qc8+** **Ke7** 10 **Qg8 Rg6** 11 **Qh8 Ra6!**

Again the only defence. If 11 ... **Re6?**, then 12 **Qh4+** **Ke8** 13 **Qa4+!** **Ke7** 14 **Qa7+** **Ke8** 15 **Qb8+** **Ke7** 16 **Qc7+** **Ke8** 17 **Qc8+** and 18 **Qxe6+**.

12 **Qh4+** **Ke8**, and White cannot pierce the defence.

Returning to position 531, we should point out that if it is Black to move he saves the draw by 1 ... **Kf8!** 2 **Qa3+** **Ke8**, as in position 532.

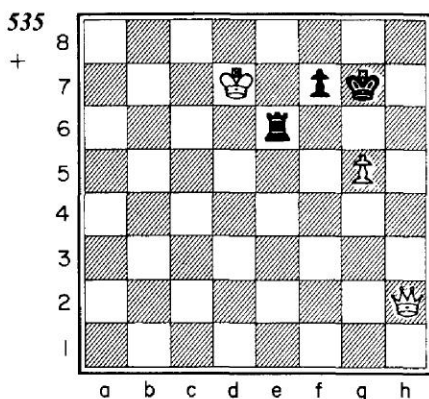
from Dedrie, 1925



Queen and Pawn against Rook and Pawn

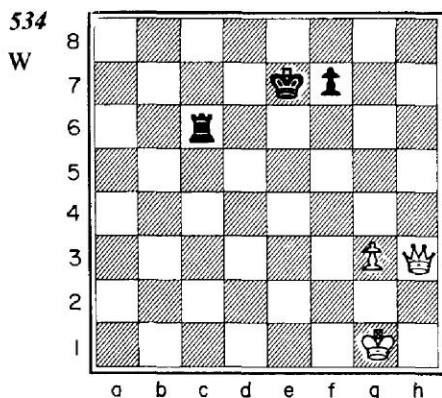
533. Here too the black king must occupy one of the squares in front of the enemy pawn: **1 ... Kf8! 2 Kg4 Kg7 3 Kf5 Rg6 4 Qb2+ Kh7**, and now the transition into a pawn ending by **5 Qf6 Rxf6 6 gxf6 Kh6** leads to a draw.

If it is White to move, he wins by preventing the manoeuvre by the black king: **1 Qb8! Rg6 2 Qb4+ Ke8 3 Qe4+ Re6** (otherwise **4 Qxg6 4 Qxe6+! fxe6 5 Kh6** etc.



Sämisch-Prins
Hastings, 1938/1939

The result is the same in positions where the queen has seized the rear square f8.

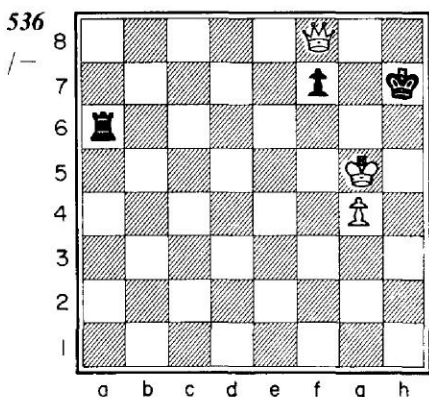


534. In this position Sämisch agreed a draw, although, as shown by Keres, after **1 Qh4+ Kf8 2 Qh8+! Ke7 3 Kf2 Rg6 4 Kf3 Re6 5 Kg4 Rg6+ 6 Kh5 Re6 7 g4 Rg6 8 g5 Re6 9 Qb8** he could have obtained the won position 533.

If White's king is on the 7th or 8th rank, he wins irrespective of the position of the black king.

535. **1 Qf4 Rg6 2 Qd4+ Kg8 3 Qf6 Rxf6 (3 ... Kh7 4 Qxf7+ Rg7 5 Ke6) 4 gxf6 Kh7 5 Ke8 Kg6 6 Ke7** etc.

Henkin, 1982



536. In the event of **1 ... Rg6+ 2 Kh4 Rf6 (2 ... Rg7 3 Kh5) 3 Kg3 Rf1 4 g5** Black is in *zugzwang*: **4 ... Kg6 5 Qg8+ Kh5 6 Qg7**, or **4 ... Rf5 5 Qh6+ Kg8 6 g6**.

But Black can play more cunningly: **1 ... Rf6! 2 Kh4 Rf3! 3 g5 Rf4+ 4 Kg3 Rf1 5 Kg2 (5 Qh6+ Kg8 6 g6 Rg1+) 5 ... Rf4!**

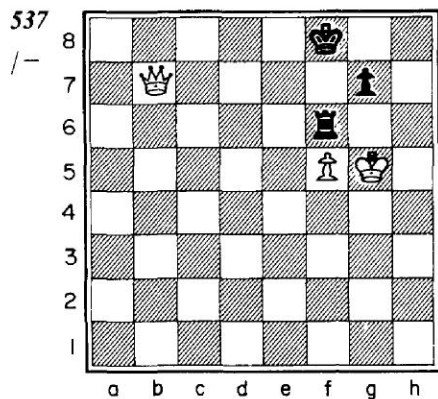
Now **6 Qh6+ Kg8 7 g6** is again not possible due to **7 ... Rg4+**. And although Black to play would be in *zugzwang*, White is unable to lose a tempo: **6 Kh3 Rf3+ 7 Kg4 Rf2! 8 Kg3 Rf1 9 Kh2 Rf2+ 10 Kg1 Rf3! 11 Kg2 Rf4**.

He wins by **6 Qd6!**, when the rook has no

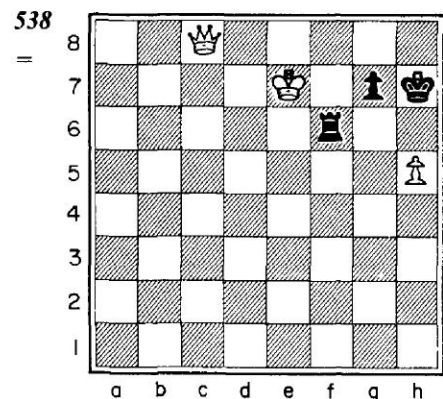
other square than g4 (6... Ra4 7 g6+! fxg6 8 Qd7+, or 6... Rh4 7 g6+! fxg6 8 Qe7+, while 6... Rf5, as we know, is met by 7 Qh6+ and 8 g6).

6... Rg4+ 7 Kf3 Rxc5 8 Qf6 Rg7 9 Kf4 Kg8 10 Qd8+ Kh7 11 Qf8 Kg6 12 Ke5 Rh7 (12... Kh7 13 Kf5) 13 Qg8+ Rg7 14 Qh8 Rh7 15 Qf6+ Kh5 16 Kf5 etc.

When Black has a knight's pawn the situation is altered.

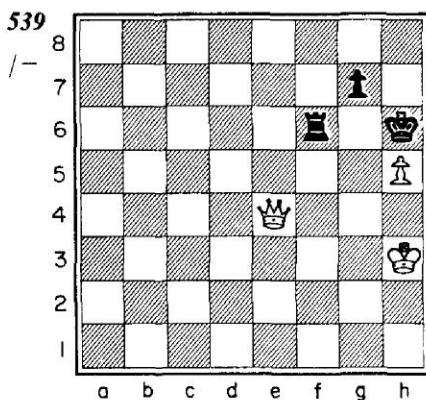


537. The black king is in front of the white pawn, i.e. it is occupying the comparatively best position. White nevertheless wins, since in comparison with the preceding examples the number of squares available to the rook on the 6th rank is reduced. After 1... Rh6 2 Qd7 the rook cannot return to f6 in view of 3 Qd8+ and 4 Qxf6, while 2... Kg8 3 Qe8+ leads to the won position 531.



538. If White has a rook's pawn, the transition into a pawn ending by the queen sacrifice at f6, g6 or h6 does not win. Black can defend successfully, even if the enemy king has broken across the 6th rank. The rook manoeuvres between f6 and h6, driving back the white king each time it attempts to approach the g7 pawn.

Black loses if his king is at h6, and the queen is cutting off its retreat.



539. Black is in *zugzwang*. His king is depriving the rook of one of its strong points. On any square along the 6th rank the rook comes under a double attack, it cannot go to f8 due to mate, and 1... Kxh5 2 Qh7+ leads to the exchange of pawns. If it is White to play he makes a waiting move with his king, and the situation is unchanged.

White wins in all cases when the rook is unable to take up its defensive position on the 6th rank.

540. The winning plan is to not allow the rook onto the 6th rank, and then to exchange the remaining pawns.

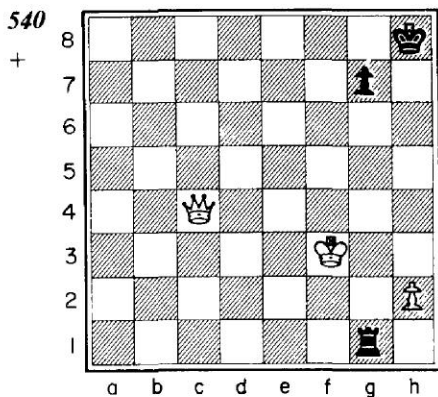
1 h4!

If now Black plays 1... Rg6, after 2 Qc8+ Kh7 3 Qc2 Kh6 4 Qe4! Rf6+ (4... Kh5 5 Qe8!) 5 Kg3 Rg6+ 6 Kh3 Rf6 7 h5 position 539 is reached.

The other possibilities are:

(a) 1... Rh1 2 Qc8+ Kh7 3 Qf5+ Kh8 4 Qh5+ Kg8 5 Qd5+ Kh8 6 Kf2 Rc1 (6...

Sveshnikov-Tal
Minsk, 1979



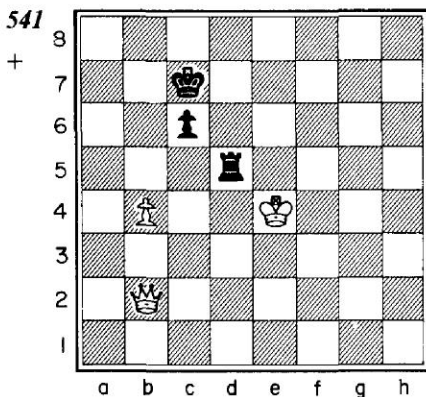
Rxh4 7 Qd8+, or 6 ... Rh3 7 Kg2) 7 **h5 Rc8**
8 **Qd6** (8 h6 Rf8+ 9 Kg3! gxh6 10 Kh4 is also
possible—387) 8 ... **Rc2+ 9 Kg3 Rc3+ 10**
Kg4 Rc4+ 11 Kg5 etc.

(b) 1 ... **Kh7 2 Qe4+ Kh8 3 Kf2 Ra1** (3 ...
Rd1 4 Qe8+ and 5 Qh5+) 4 **Qd5! Kh7** (4 ...
Ra4 5 Qh5+ and 6 Qe8+, or 4 ... Ra4 5
Qd8+ and 6 Qd3+) 5 **h5 Rc1 6 Qf5+ Kh8 7**
Qg6, and White wins (7 ... Rh1 8 Qe8+ and
9 Qe4+).

In the game Sveshnikov did not immediately find the correct arrangement of his pieces. First he sent his king into the attack: 1 Kf4 Re1 2 Kf5 Re8! (a trap which could have allowed Black to hold the position: 3 Kg6? Re6+! with stalemate or a positional draw; at the same time 3 ... Rf8+ and 4 ... Rf6 is threatened) 3 Qc5 Kg8 4 Qc4+ Kh7 5 Qb4 Ra8 6 Qd6 Ra5+ 7 Kg4 Ra4+ 8 Kg3 Ra1 9 Qd3+ Kh8 10 h4. At last White finds the correct plan: 10 ... Rg1+ 11 Kf3 Re1 12 Qc4 Re5 13 Kg4 Re1 14 Qc8+ Kh7 15 Qf5+ Kh8 16 h5 Rg1+ 17 Kh3 Rc1 18 Qe4 Rc3+ 19 Kg2 Rc7 20 Qe5 (20 Qg6 is also possible) 20 ... Rc2+ 21 Kf3 Rc8 22 h6 Rb8 23 Kg4 Kh7 24 Qf5+ Kh8 25 Kg5 Resigns.

In all positions of this type the defender loses, irrespective of the position of his king or rook, if his pawn is on the 6th rank or further down the board.

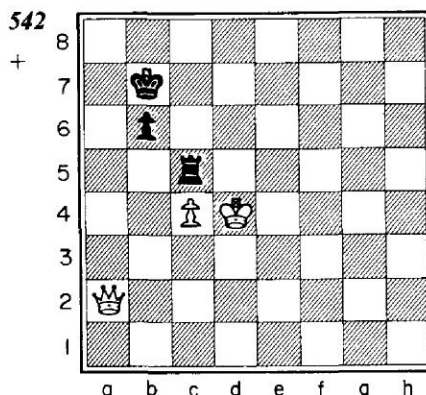
Salvioli, 1896/97



541. This position is won for White even without the b-pawn. The presence of the pawn makes the win significantly easier. The rook is driven off the 5th rank, and the pawns exchanged.

1 **Qg7+ Kb8** (1 ... Kb6 2 Qe7 makes things easier for White) 2 **Qe7 Kc8 3 Qa7 Rb5**
4 **Kd3 Rd5+** (4 ... Rxb4 5 Qc5) 5 **Kc3 Rb5 6**
Kc4 Kd8 (6 ... Rb7 7 Qa8+ Kc7 8 Qe8 etc.) 7
Qf7 Kc8 8 Qe6+ Kc7 9 Qe7+ Kc8 10 Qd6
Kb7 11 Qd7+ Kb6 12 Qc8 Rh5 13 Qb8+ Ka6
14 **Qc7 Rh4+ 15 Kb3** (not 15 Kc5 Rh5+ 16 Kxc6? Rc5+) 15 ... **Rh3+ 16 Ka4 Rh6 17**
Qa5+ Kb7 18 b5 etc.

Salvioli, 1896/97

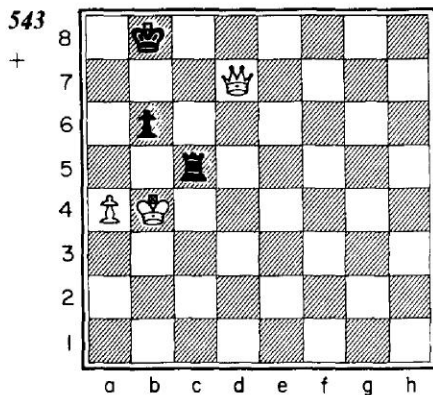


542. Here White wins only thanks to his pawn at c4 (cf. position 398). The winning plan is to prepare the sacrifice of queen for rook and pawn, and to carry it out at a moment when the black king cannot take the opposition.

1 Qg2+ Kb2 2 Qg7 Ka8 3 Qd7 Kb8 4 Kc3 Ra5 (4 ... b5 5 Kb4) 5 Kb4 Rc5 6 Qe7!

Zugzwang. White cannot yet sacrifice on c5, but he is ready to do it in the event of 6 ... Ka8. If 6 ... Ra5 (6 ... Kc8 7 Qa7), then 7 Qd8+ Kb7 8 Qd7+ Kb8 9 Qc6 Ka7 (9 ... Ra6 10 Kb3! Ka7 11 c5) 10 Qc7+ Ka8 (10 ... Ka6 11 Qb8) 11 Qxb6 Ra4+ 12 Kc5 Rxc4+ 13 Kd5, and White wins.

6 ... Rc7 7 Qd6 Kb7 8 Qd5+ Ka7 (8 ... Kb8 9 Kb5 Rc5+ 10 Kxb6! Rxd5 11 cxd5) 9 Kb5 Rc5+ 10 Qxc5 bxc5 11 Kxc5, with a won pawn ending.



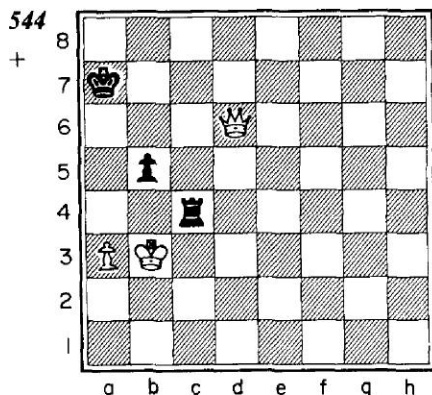
543. The transition into a pawn ending does not win, of course, since White has a rook's pawn. White nevertheless wins, by sacrificing the a-pawn at the necessary moment to achieve position 401.

1 Qf7 Ka8 2 Qe7 Kb8 3 Qd7! (giving Black the move, with the aim of forcing his king to occupy an inferior position) **3 ... Ka8 4 a5! Rxa5 5 Qc6+!** (a draw results from 5 Qc7? Rb5+!, when the white king cannot cross the c-file) **5 ... Ka7 6 Qc7+ Ka6 7 Qb8 Rb5+ 8 Kc4 Rc5+ 9 Kd4 Kb5 10 Qa8,** and we reach the won position 401.

If immediately **1 a5? Rxa5 2 Qc6,** after **2 ... Ra7!** the same situation arises as in Kubbel's study (463): the queen cannot take on b6 due to 3 ... Rb7, stalemate results from 3 Kb5 Ra5+ 4 Kxb6 Ra6+, and in the event of 3 Qd6+ Kb7 4 Qd5+ Kb8 5 Qe5+ Rc7 6 Kb5 Kb7 7 Qe4+ Ka7 the drawn position 398 is reached.

If the position is moved one or two ranks down the board, the assessment does not change, in fact the win is much easier, since Black is deprived of stalemating possibilities.

Henkin, 1962

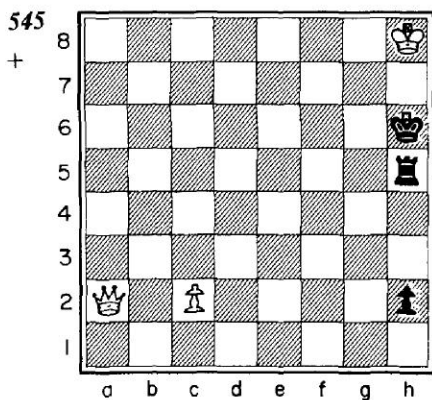


544. In this position (which corresponds to position 543 after Black's 3rd move) White first plays the same—**1 a4!**, but after **1 ... Rxa4** he does not continue **2 Qc5+?** Ka6 3 Qc6+ Ka5 4 Qb7 Rb4+ 5 Kc3 Rc4+ 6 Kd3 Kb4 with a draw, as in example 402, but **2 Qc6** with an elementary win: **2 ... Ra6 3 Qc7+ Ka8 4 Qd8+ Kb7 5 Kb4.**

3.43 The pawns are passed

It is beyond the rook's powers to battle against a passed pawn supported by the queen, and simultaneously to cover the approaches to its own pawn. The ubiquitous queen normally wins even in the most unfavourable positions.

Puhakka, 1963



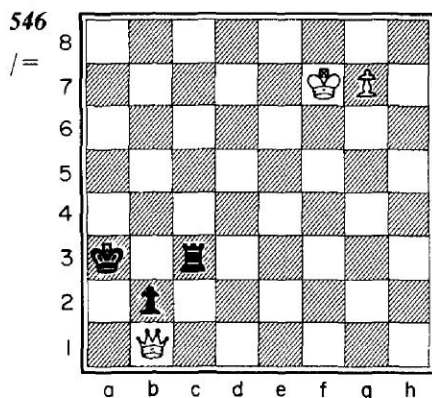
545. The black pawn is on the threshold of queening. White nevertheless wins, by setting up a combined attack.

1 Qg8 Rh4 2 Qg7+ Kh5 3 Kh7 Rh3 4 Qg6+ Kh4 5 Kh6 Rc3.

The black pieces are scattered, and after a series of forcing manoeuvres White gives up his queen for rook and pawn, attaining a won pawn ending.

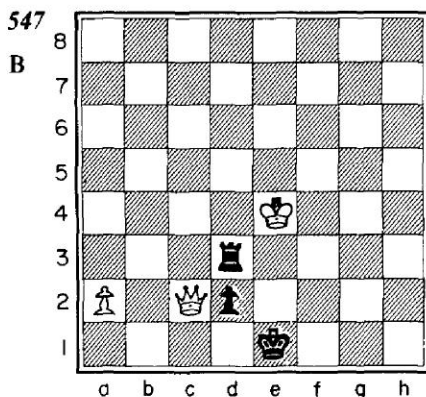
6 Qf6+ (6 Qg2? Rxc2) 6... Kg4 7 Qd4+ Kf5 8 Qf2+ Kg4 9 Qxh2 Rh3+ 10 Qxh3+ Kxh3 11 Kg5.

The rook defends successfully only in exceptional cases, when for some reason or other the queen is unable to come out into the open and take control of the key squares.



546. 1... Rf3+ 2 Ke7 Rg3 3 Kf7 (the queen is not able to defend its own pawn, and simultaneously stop the enemy pawn: 3 Qh7 Rxg7+) 3... Rf3+ 4 Kg8 Rb3! (again tying the queen to the blockading square, whereas 4... Rc3? 5 Qf5 would have lost) 5 Kf7 Rf3+ with a draw.

Karpenko-Sabinin
Novosibirsk, 1974



547. A draw can be forced by 1... d1=Q 2 Qxd3 Qg4+ etc. However, exploiting the fact that the queen cannot prevent the promotion of the pawn, Black decides to retain his rook.

1... Rh3! 2 Qc8 Rg3 (if the rook leaves the 3rd rank, the queen will occupy c3) 3 Qe6!

Only this move saves the draw. White loses after 3 Qh8 (3 Kf4 Rd3!) 3... d1=Q 4 Qh1+ Kd2 5 Qh2+ Qe2+, or 3 Qc7 Rg4+ 4 Kf5 d1=Q 5 Qc3+ Kf2 6 Qb2+ Kg1 7 Qb6+ Rd4! 8 Ke5 Qe1+ etc. But now perpetual check is threatened, and Black has to force matters.

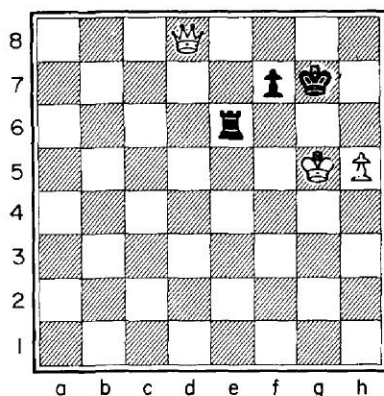
3... d1=Q 4 Kf4+ Kf2 5 Qb6+ Kg2 6 Qb2+ Kh3 7 Qh8+. Drawn by perpetual check.

The greatest theoretical and practical interest is offered by the following position, which has a curious history.

548. In 1948 this position was published by Kasparian, who thus refuted one of his

Grigoriev, 1917

548



own studies. Shortly afterwards it occurred in two tournament games: Averbakh-Bondarevsky (Moscow, 1948) and Flohr-Lilienthal (Budapest, 1950), in which Averbakh and Lilienthal, being familiar with Kasparian's analysis, were able to draw.

When the book on *Grigoriev's Creative Heritage* (Moscow, 1954) was being prepared, an unpublished analysis, coinciding with Kasparian's analysis, was found among his archives. Therefore Grigoriev should be regarded as the author of position 548.

But let us turn to the position itself.

Since he has a rook's pawn, White cannot hope for a win in a pawn ending. The rook has two strong points—e6 and h6 (the latter cannot be attacked by the queen and king simultaneously), and cannot be forced off the 6th rank, so it follows that the white king cannot break through to the f7 pawn. But he has no other way of winning.

For a successful defence it is sufficient for Black not to allow the queen to reach f8, or the pawn to reach h6.

1 Qd4+ Kh7 2 Qc3 Rh6 3 Qb4 Kg7! (4 Qf8 was threatened) **4 Qb3 Re6 5 Qh3 Rh6! 6 Qh1 Kh7!**, and White cannot achieve anything.

If, instead of 5 ... Rh6!, Black plays, for example, 5 ... Rc6?, after 6 h6+! Kh7 7 Qf5+ Rg6+ 8 Kh5 Kh8 the situation changes sharply.

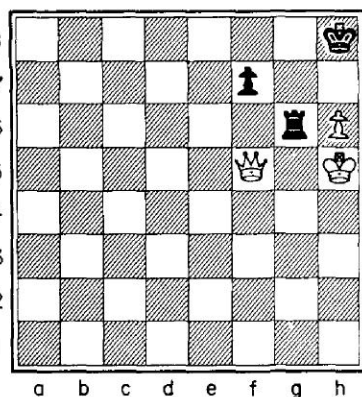
Andres-Rogulj

Yugoslavia, 1968

(with reversed colours and flanks)

549

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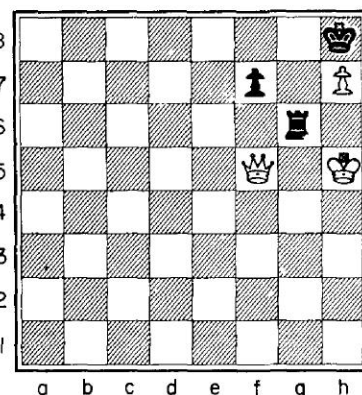


549. White cannot take on f7 due to 1 ... Rg5+ with a draw (305), but he can immediately win by **1 Qc8+ Rg8** (1 ... Kh7 2 Qf8) **2 Qc3+ Kh7 3 Qf6.**

In the game, however, 1 h7? was played, and Black ... resigned.

550

/-



550. This move does not give away the win, but it makes it more difficult. The variation 1 ... Rg7 2 Qc8+ Kxh7 3 Qf8—zugzwang, is of course obvious. In the event of 1 ... Kg7 White does not play 2 h8=Q+? Kxh8 3 Qxf7 Rg5+ with a draw, but the other way round: 2 Qxf7+! Kxf7 3 h8=Q. But after **1 ... Re6!** White would still have

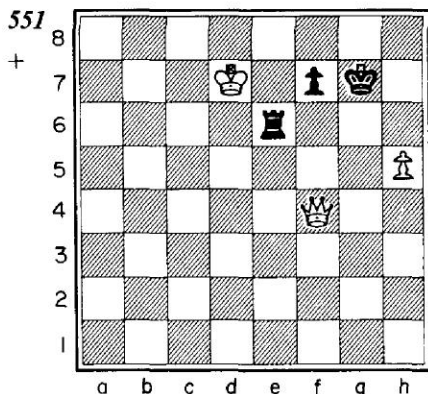
Queen and Pawn against Rook and Pawn

had a number of difficulties to overcome.

2 Kg5 (the pawn still cannot be taken—2 Qxf7? Rh6+ 3 Kg5 Rg6+! 4 Kf5 Rg5+ with a draw—305) **2... Rd6 3 Kf4** (3 Qc8+? Kxh7 4 Qf8 Rg6+ 5 Kf5 Rf6+! with a draw—451) **4... Rg6 5 Ke4 Rg7** (but now in the event of 5... Rh6 or 5... Re6+ 6 Kd4 Rg6 7 Kd5 Re6 the queen can take the pawn—303) **6 Qc8+! Kxh7 7 Qf8 Kg6** (7... Rg4+ 8 Kf5 Rg7 9 Qe8!) **8 Ke5 Rh7 9 Qg8+ Rg7 10 Qh8**, and White finally wins.

Black also loses in positions similar to 548, if the white king has already crossed the 6th rank.

from Grigoriev, 1917



551. 1 Qg5+ Kh7 2 h6!

By sacrificing his pawn, White breaks through with his king to the enemy pawn. On 2... Rg6 there follows 3 Qf4 Kg8 4 Qb8+ Kh7 5 Qf8.

2... Rxh6 3 Ke7 Rg6 4 Qf5 Kh6 5 Qf4+ (not immediately 5 Kxf7? Rg7+ with a draw—301) **5... Kh7 6 Kxf7** etc.

With the drawing dangers in mind, the side with the queen should aim to destroy the coordination of the enemy forces, by preventing them from favourably regrouping.

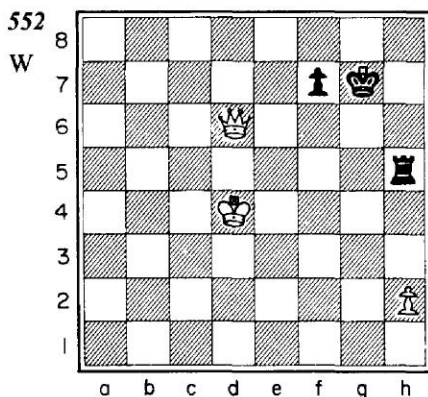
552. Bondarevsky carelessly played 1 Ke3?, and after 1... Rh6! the drawn position 548 was reached.

As was shown by Averbakh, White could

Bondarevsky—Averbakh

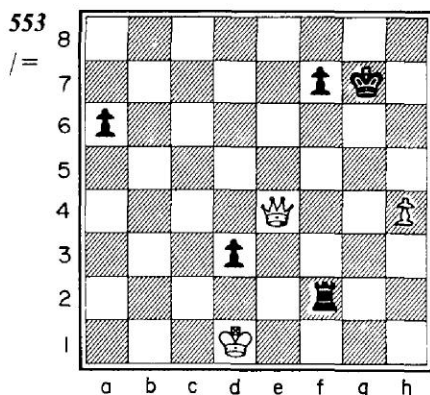
Moscow, 1948

(with colours reversed)



have won by **1 Qg3+! Kh7 2 Qf4 Kg6 3 Qe4+ Kf6** (3... Kg7 4 Qg4+ Kh6 5 Qg8, or 3... Rf5 4 h4 Kf6 5 Qg4) **4 Qg4 Rh6 5 Kd5 Rg6 6 Qd4+ Ke7 7 Qh8**, and the h-pawn cannot be stopped.

A familiarity with typical positions, where the assessment is known beforehand, allows their contours to be discerned in more complicated situations.



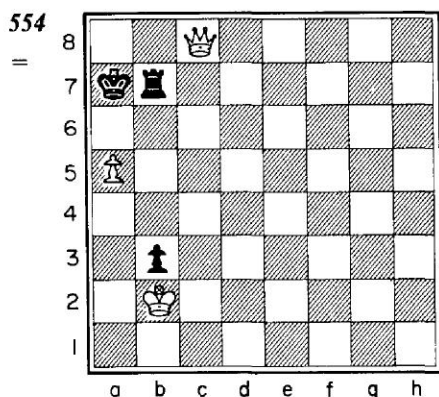
553. The pawn formation on the K-side recalls example 548. If Black should succeed in transferring his rook to e6, he will reach Grigoriev's drawn position, where the a- and d-pawns can be ignored. The problem is

solved very simply: **1 ... Re2! 2 Qxd3 Re6.**
The regrouping also cannot be prevented after **2 Qd4+ Kg8 3 Qd8+ Kg7 4 Qg5+ Kh7 5 Qf4 Kg7!** (5 ... Kg8? 6 h5! Re6 7 h6) **6 Qg3+ Kh8 7 Qd6 Kg7** etc.

Note that, if in the initial position the white pawn is at h5, Black can no longer manage to regroup, since on **1 ... Re2** there follows **2 Qd4+ Kg8 3 h6!** with a quick win.

Fortress positions in this type of ending occur extremely rarely. Here is another one.

Henkin, 1960



554. The a6 and a8 squares are inaccessible to the queen, and the black king cannot be driven off the a-file.

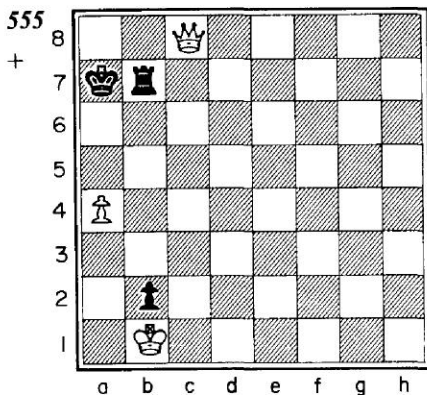
1 Qc4 Rb8!

1 ... Ka8 loses to **2 Qa6+ Kb8 3 Kc1!** (giving Black the move) **3 ... b2+ 4 Kb1 Rb3** (4 ... Kc7 5 Qa8! Rb8 6 Qd5 Rb7 7 a6) **5 Qd6+ Ka7 6 Qc5+ Ka6** (6 ... Kb8 7 a6!) **7 Qc4+ Rb5 8 Qc6+ Kxa5 9 Qd6!**, and then as in example 373.

2 Qc5+ Ka8 3 a6 Rb6! (the basic idea of the defence) **4 Qe3 Ka7 5 Qd4 Ka8! 6 Ka3** (6 Qd7 Rb8 7 a7 Rb7 8 Qd4 Rb6 etc.) **6 ... Ka7 7 Qb2 Rxa6+ 8 Kb4 Rb6+ 9 Kc5 Rb7**, with a draw.

If the white pawn has not yet crossed the 5th rank, Black loses even if his pawn is on the 2nd rank. In this case the queen succeeds in driving the king off the a-file.

Henkin, 1960



55. 1 Qc5+ Ka6 2 Qc4+ Ka7 3 Qd4+ Ka6 (3 ... Ka8 4 Qd5!) **4 Qd8!** (now the queen inevitably reaches a8 or a5) **4 ... Ka7 5 Qa5+ Kb8 6 Qa6 Rb3** (6 ... Kc7 7 Qa8 Rb8 8 Qd5 Rb7 9 Qe5+ Kc8 10 a5 etc.) **7 Qd6+ Ka7 8 Qc5+ Ka8** (or 8 ... Kb8 9 a5 Rb7 10 a6 Rb3 11 Qf8+, then 12 Qf7+ and 13 Qxb3) **9 Qa5+ Kb8 10 Qa6! Rb7 11 a5! Rb3 12 Qd6+ Ka7 13 Qc5+ Kb8 14 a6!**, and Black is helpless.

3.5 QUEEN AND PAWN AGAINST ROOK AND TWO PAWNS

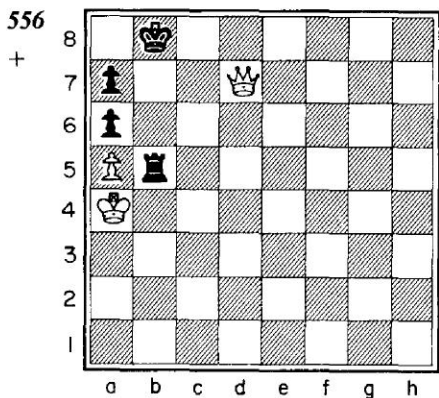
The examples in this chapter differ from the preceding ones, not only in the material balance, but also in the specific methods of attack and defence. The assessments and methods of play depend to a great extent on the pawn structure, which we will use as the basis of our classification.

3.51 Doubled pawns

In example 472 we saw that in certain cases an extra doubled pawn may worsen the defending side's position. A similar situation is shown in the following diagram.

Queen and Pawn against Rook and Two Pawns

Henkin, 1962



556. In the similar position without the pawn at a7 (519) Black gained a draw. But here, by threatening to capture the a6 pawn, White forces the rook to abandon its strong point at b5, after which it comes under a double attack or a fatal pin.

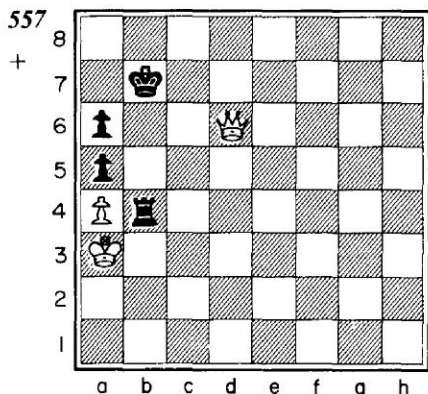
1 Qe6 (of course, not 1 Qc6? Rb4+) **1 ... Kb7 2 Qd6.**

2 Qf6? Rc5! leads to a draw (558). But now Black is in *zugzwang*.

2 ... Rb1 3 Qe7+ Ka8 (3 ... Kb8 4 Qe8+ Kc7 5 Qe5+, winning the rook) **4 Qe4+ Rb7 5 Qd5**, and mate next move.

If the position is moved down the board, the assessment does not change. White, however, has to play accurately.

Henkin, 1962



557. 1 Qc5 Rb1 2 Ka2!

Not immediately 2 Qxa5? Ka7! 3 Qc5+ Ka8 4 Qd6 Ka7 5 Qd4+ Ka8 6 Qd3 (6 Qe4+ Rb7) 6 ... Rb6 7 a5 Rb5, with a draw as in position 519.

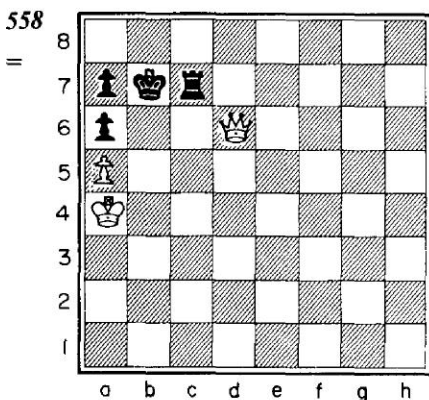
2 ... Rb6 3 Qxa5 Kc6 (3 ... Ka7 4 Qc5!) **4 Ka1! Kc7 5 Qc5+ Kb7 6 Ka2!**, and the rook has to abandon the b-file, freeing the white king, which leads to the won position 523.

Black also cannot save the game if it is him to move: **1 ... Ka7 2 Qc5+!** (2 Qc7+? Rb7—draw) **2 ... Rb6 3 Ka2! Ka8 4 Qxa5 Kb7 5 Qc5** etc.

If position 556 is moved further down the board, White has an elementary win.

The rook defends more successfully on the c-file.

Henkin, 1962



558. This position could have arisen from position 556 after **1 Qe6 Kb7 2 Qf6? Rc5! 3 Qd6 Rc7.**

The similar position (472) without the a5 pawn was lost, since the white king could attack the a6 pawn. But here Black draws easily, by exploiting stalemate possibilities.

1 Kb4 Rc6 2 Qd5 Kb8! 3 Qd7 Rc7 4 Qd6 Kb7 etc.

If the position is moved one, two or three ranks down the board the stalemate construction is destroyed, and White wins by seizing the rear squares with his queen.

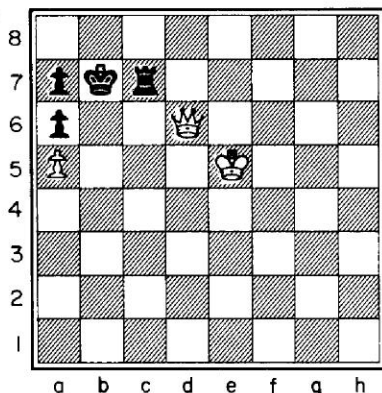
Queen against Rook

If the white king is moved across the c-file, the assessment is unchanged.

Henkin, 1960

559

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559. In defending against the invasion of the white king, Black again makes use of stalemating combinations.

1 Qd5+ Rc6 2 Qf3 Kb8! 3 Kd5 Kb7 4 Qe4 Rc7 5 Kd6+ Kb8.

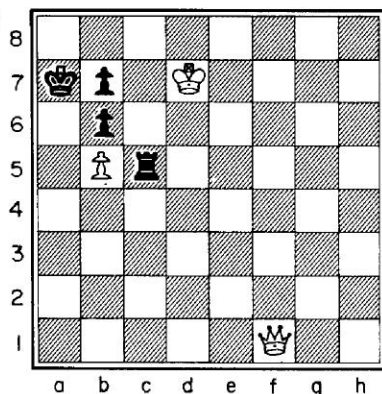
This is the maximum that White can achieve. He is unable to break through with his king, e.g. 6 Qf3 Rd7+!; 6 Qb4+ Ka8!; 6 Qe8+ Kb7 7 Qd8 Rc6+ 8 Kd7 Rd6+!; 6 Qg6 Kb7 7 Qe8 Rc8 8 Qf7+ Ka8 9 Kd7 Rc7+!

Black also draws with knight's pawns on the 6th and 7th ranks, provided that his king is on the short side of the board.

Henkin, 1962

560

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560. The black fortress is impregnable: **1 Qe2 Kb8 2 Qe8+ Ka7 3 Kd6 Rc8!** (this possibility guarantees Black against zugzwang) **4 Qe3 Rc5.**

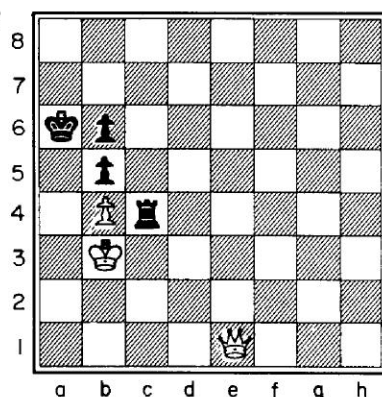
White cannot strengthen his position, and the pawn ending arising after **5 Qxc5 bxc5 6 Kxc5 Ka8 7 Kd6 Ka7 8 Kc7 Ka8** is also drawn.

If the position is moved one, two or three ranks down the board, the assessment changes.

Henkin, 1962

561

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561. **1 Qe8 Rc7 2 Qa8+ Ra7 3 Qc8+ Rb7 4 Kc3 Ka7 5 Qe8 Ka6 6 Qa8+ Ra7 7 Qc8+ Rb7 8 Kd4,** and the invasion of the king cannot be prevented.

If it is Black to move, he can make things more difficult for White by preventing his queen from occupying the 8th rank: **1... Rc8 2 Qe6 Rh8 3 Kc2 Rd8 4 Kc3!** (but not **4 Qe7? Rd2+!**—draw) **4... Rh8 5 Kd4 Rd8+ (5... Rh4+ 6 Kd5 Rxb4 7 Qe8!) 6 Ke5 Rh8.**

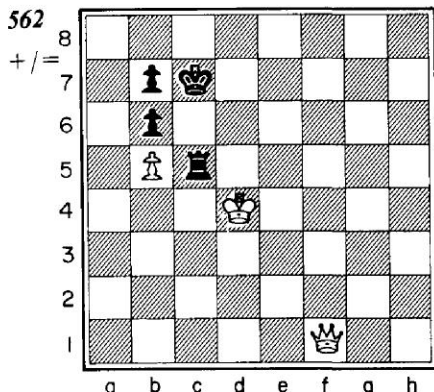
In the event of **6... Rd7** White does not reply **7 Qe8? Re7+!**, but **7 Qg8 Kb7(a7) 8 Qe8 Ka6 9 Qa8+ etc.**

7 Kd6 Kb7 8 Qd7+ Ka6 9 Kc6 Rh6+ (9... Rh7 10 Qc8+ Ka7 11 Kxb5) 10 Kc7 Rh8 11 Qe6 Rh7+ 12 Kc6.

Let us return to position 560 and replace the black king at c7, and the white king at d4.

Queen and Pawn against Rook and Two Pawns

Henkin, 1962



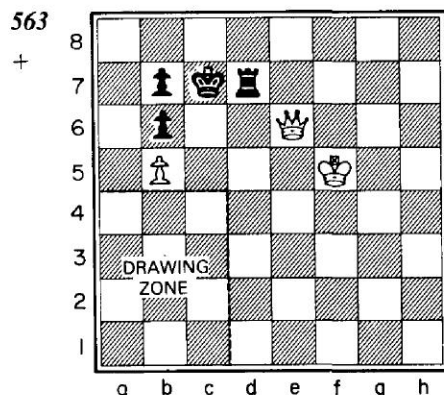
562. Black to move plays **1 ... Kb8**, transferring his king to the short side of the board and attaining the drawn position 560.

If it is White to move, he wins by preventing this manoeuvre: **1 Qf8!**

Zugzwang. On the long side of the board the black pieces come under a continuous attack by the queen, and any move leads to loss of material: **1 ... Rxb5 2 Qe7+ and 3 Qe8+; 1 ... Rc2 2 Qf4+; 1 ... Kd7 2 Qb8 Rc7 3 Kd3 Kd6 4 Qd8+ Rd7 5 Qxb6+.**

The following example corresponds to position 559, moved one file to the right.

Henkin, 1960



With the white king inside the zone—draw

563. White's task is to break through with his king to the 8th rank, without allowing

position 560. This plan encounters serious obstacles, and demands purposeful play.

1 Qe5+ Rd6 2 Qh2 Kc8!

Not **2 ... Kd7 3 Ke5**, when neither **3 ... Kc7 4 Qc2+ Kd7 5 Qh7+** nor **3 ... Rd1 4 Qh7+ Kc8 5 Qc2+** is possible, while after **3 ... Re6+ 4 Kd5 Re8** (otherwise **5 Qb8**) **5 Qd6+** Black loses a pawn.

3 Ke5 Rd8 (threatening to hide the king at b8) **4 Ke6 Rd7.**

The solution is merely lengthened, but not made more complicated, by **4 ... Re8+ 5 Kf7 Re7+** (**5 ... Rd8 6 Qh4! Rd7+ 7 Ke8 Rd6 8 Qe7 Rd1 9 Qe6+ Kc7 10 Qc4+ Kb8 11 Qf4+** and **12 Qg4+** or **12 Qa4+**) **6 Kf6 Rd7** (**6 ... Re3 7 Qf2**, or **6 ... Re8 7 Qd6! Rh8 8 Ke5! Rh5+ 9 Kd4 Rh4+ 10 Ke3 Rh3+ 11 Kf2 Rf3+ 12 Kg2 Rf2+ 13 Kh3**) **7 Qf2 Kc7** (**7 ... Rd6+ 8 Ke7 Rd7+ 9 Ke6 Kc7 10 Qc2+**, and then as in the main variation) **8 Qf4+ Kc8 9 Qf5 Kc7 10 Ke6 Kc8 11 Qc2+!**, and we have the position after White's 5th move.

5 Qc2+!

Nothing is achieved by **5 Qg2**, when Black does not reply **5 ... Kc7? 6 Qxb7+!** with a won pawn ending, but again **5 ... Rd8!** But now the black king has to move even further away from the saving corner, since **5 ... Rc7** loses quickly to **6 Qf2! Rc5 7 Qf8+ Kc7 8 Qd6+ Kc8 9 Qxb6.**

5 ... Kd8 6 Qc4! Re7+ 7 Kf5! Rd7 8 Kf6 Rd6+ (8 ... Rd2 9 Qf4) 9 Kf7 Rd7+ 10 Kf8 Rd6.

The king has broken into the enemy rear. In order to seal matters, the rook has to be forced off its last defensive line.

11 Qh4+ Kc7.

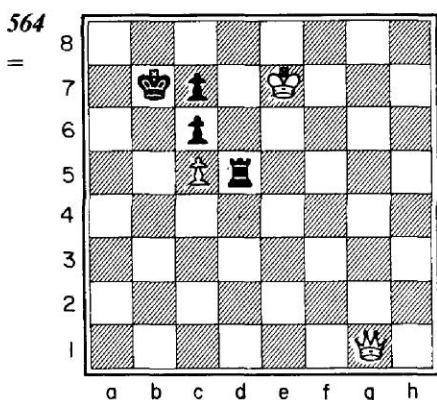
11 ... Kd7 12 Qe7+ Kc8 13 Ke8 is no better, e.g. **13 ... Rd4 14 Qe6+ Kc7 15 Qe5+ Rd6 16 Ke7**, or **13 ... Rd1 14 Qe6+ Kc7 15 Qe5+ Kc8 16 Qf5+! Kb8 17 Qf4+ Ka7 18 Qa4+** and **19 Qxd1.**

12 Ke7 Rd7+ 13 Ke8 Rd6 14 Qf4 Kc8 15 Qf5+! Kb8 (15 ... Kc7 16 Ke7) 16 Ke7! The rook is now helpless: **16 ... Rd1 17 Qf4+**, followed by a check at a4 or g4.

If in the initial position the white king is placed on any square inside the zone, the position will be drawn, since the rook will not allow it to take part in the attack, and the queen alone is unable to overcome Black's defence.

Let us return to position 560 and move it one file to the right.

Henkin, 1962



564. Black draws easily by not allowing the king across to the pawns, or the queen to a8, b8 or c8. The simplest defence is to leave the rook where it is for the moment, and make only king moves.

1 Qb1+ Ka7 2 Qb3 Ka8 (2 ... Rxc5? 3 Qe3 Kb6 4 Kd7) **3 Qa2+ Kb7 4 Qa3 Kb8 5 Qa6 Re5+** (5 ... Rxc5 is also possible, but it is easier to force the draw) **6 Kd7 Re7+! 7 Kxc6 Re6+ 8 Kb5 Rxa6 9 Kxa6 Ka8!**

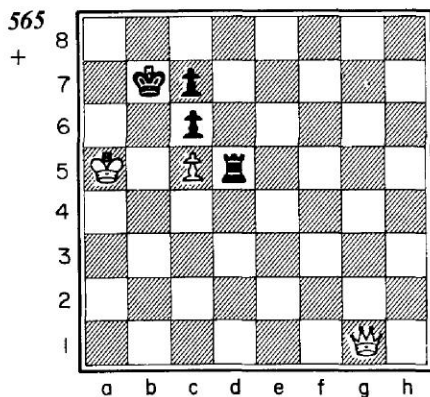
Let us now consider the same example, but with the white king on the short side of the board.*

565. By threatening the c6 pawn and the invasion of his king, White forces the rook to abandon its strong point, and then occupies c8 with his queen.

1 Qb1+ Ka7 (1 ... Kc8 2 Qb4 and 3 Ka6) **2 Qc2 Rh5** (2 ... Kb7 3 Qc4 with the threat of

* In the 1st Russian edition of the book this position was incorrectly given as drawn.

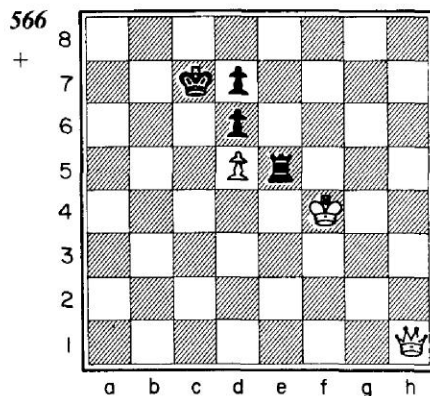
Henkin, 1962



4 Qa6+ **3 Qc4 Rh6 4 Qe2! Rg6** (4 ... Kb7 5 Qb2+ Ka7 6 Qg7) **5 Qe8 Rh6 6 Qc8**, and White picks up one of the pawns.

It remains for us to study some positions with doubled central pawns.

Henkin, 1962



566. In comparison with the previous positions where Black had bishop's or knight's pawns, the number of squares on the short side of the board has increased, and the queen is able to seize them.

1 Qa1 Kc8 (1 ... Rxd5 2 Qa7+ Kc6 3 Qa8+ Kc5 4 Qc8+ and 5 Qxd7) **2 Qa7! Rh5.**

If 2 ... Re7, then 3 Qb6! Re4+ 4 Kf3 Rf4+ 5 Ke2 Rf6 6 Qa6+ Kb8 7 Qb5+ Kc7

Queen and Pawn against Rook and Two Pawns

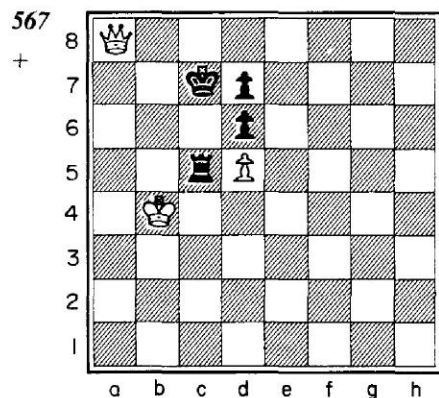
8 Qc4+ Kd8 (8 ... Kb8 9 Qb3+ Kc7 10 Qc3+ and 11 Qxf6) 9 Qh4! Ke8 10 Kd3, and the white king breaks through to the pawns via the Q-side.

3 Qa8+ Kc7 4 Qa5+ Kc8 5 Qa7! Re5 6 Kg4!

Zugzwang. Black must either allow the enemy king across the 5th rank, or transfer his king to the long side of the board.

6 ... Re7 (6 ... Kd8 7 Qb8+ Ke7 8 Qh8! Re4+ 9 Kf5 Re5+ 10 Kf4, and Black does not have a single move) 7 Kf5 Re5+ (7 ... Rf7+ 8 Kg5 Rf3 9 Kg6 Rf4 10 Qe3! Rf1 11 Qd3 Rf4 or 11 ... Rf2 12 Qg3) 8 Kf6 Re4 9 Qb6! Rf4+ 10 Ke7 Rf7+ 11 Kxd6 Rf6+ 12 Kc5 Rxb6 13 Kxb6, and the pawn ending is easily won.

Henkin, 1962



567. 1 Kb3 Rc1.

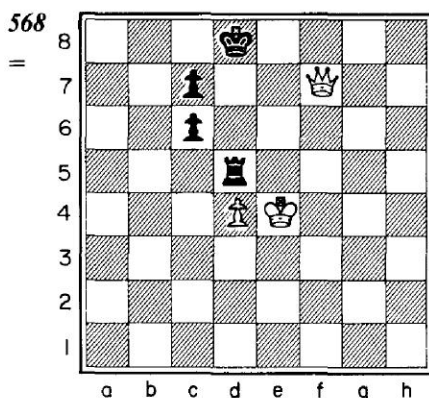
If Black allows the king across the c-file (e.g., after 1 ... Rb5+ 2 Kc4 Rc5+ 3 Kd4), White wins as in the previous example.

2 Qa5+ Kc8 3 Qa7 Rc5 4 Kb4 Rc1 5 Kb5 Rc5+ (6 Qa6+ Kc7 7 Qb6+ was threatened) 6 Kb6 Kd8 7 Qa8+ Ke7 (7 ... Rc8 8 Qb7 Rc5 9 Qb8+) 8 Qg8 Rc4 9 Kb5 Rc5+ 10 Kb4 Rc7 11 Qg5+ Ke8 12 Qe3+ and 13 Qb6.

We will consider one further pawn structure.

568. The method of defence in positions of this type is simple: Black gives up his c6

Henkin, 1962

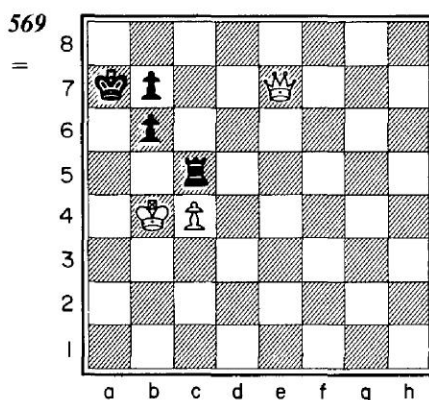


pawn, transposing into example 532.

1 Qe6 Rb5!

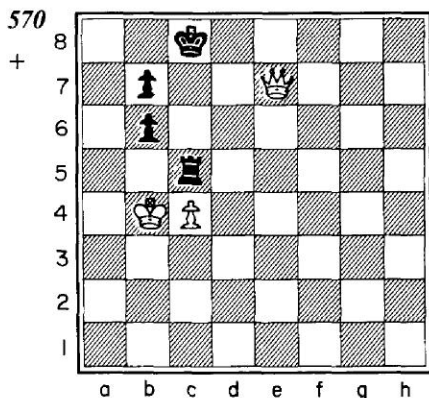
The attempt to hold the c6 pawn loses: 1 ... Rd6 2 Qg8+ Kd7 3 Qg4+ Kd8 (3 ... Ke7 4 Qc8 Rd7 5 Kf3! Kd6 6 Qe8 Re7 7 Qd8+ Ke6 8 Ke4 Kf6+ 9 Kd3 Ke6 10 Kc4, or 3 ... Re6+ 4 Kd3 Kd6 5 Kc4 Re8 6 Qf4+ Kd7 7 Qf7+ Re7 8 Qf5+ Kd8 9 Kc5) 4 Ke5 Rd5+ 5 Kf6 Rd6+ 6 Kf7 Rd7+ 7 Kf8 Rd6 8 Qf5 Rd5 9 Qe6, and White wins.

2 Qxc6 Rb6, with a draw.



569. Black's position is impregnable. He plays ... Ra5-c5, forcing a draw. But if his king is replaced at c8, White to move can win.

Henkin, 1962



570. 1 Qd6! Rc6.

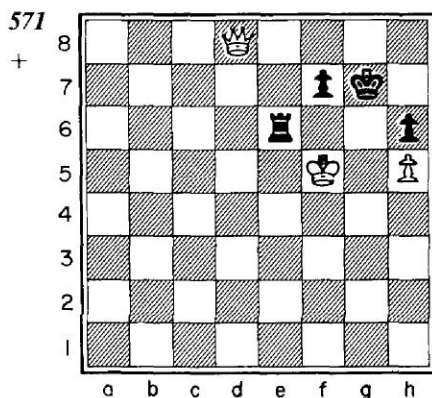
Here 1... Ra5 2 Qxb6 Ra6 does not give a draw (531). Black also loses after 1... Rb5 + 2 Kc3 Rb1 3 Qf8 + Kc7 4 Qf4 + etc.

2 Qf8 + Kc7 3 Qf4 + Kc8 4 Kb5 Rd6 5 c5! etc.

3.52 Isolated pawns

Of considerable interest here is an analysis of several positions by Grigoriev, where to win the player with the queen has to overcome a great number of technical difficulties.

Grigoriev, 1971



571. It will be apparent that this position is similar to example 548, with only the h6 pawn

added. But this addition proves to be not only superfluous, but even harmful. The rook is deprived of one of its strong points, and its freedom of movement along the 6th rank is restricted. White manages to create a zug-zwang position, and to seize the f8 square with his queen.

We will consider the position with Black to play, since if it is White to play he can give his opponent the move by the manoeuvre 1 Qd4 + Kg8 2 Qg4 + Kh7 3 Qb4! Kg7 4 Qc3 + Kh7 5 Qc7 Kg8 6 Qe8 + Kg7 7 Qd8.

1... Ra6.

Other moves are weaker, e.g. 1... Re1 2 Qd4 + Kg8 3 Qg4 + Kh7 (3... Kf8 4 Qb4 +) 4 Kf6 Rf1 + 5 Ke7. The position arising after 1... Rc6 2 Qd4 + Kf8 3 Qh8 + Ke7 is examined in example 574.

2 Qd4 + Kh7 3 Qc5! Kg7 4 Qc3 + Kh7 5 Qc8!

An unusual double attack, not only on the rook, but also on the key f8 square.

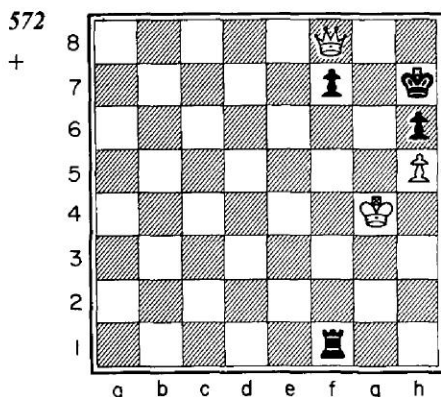
5... Re6.

5... Ra5 + 6 Kf6 Rxh5 7 Kxf7 Rg5 does not work due to 8 Qe6!, when Black is not able to set up the Guretzky-Cornitz fortress of positions 383 and 384.

6 Qf8.

White has achieved his aim. The struggle seems to be over, but considerable efforts are still required on the path to final victory.

6... Rf6 + ! 7 Kg4 (7 Ke4 is also possible—573) 7... Rf1 (572).



572. The subsequent plan follows from the nature of the position. First the rook must be driven off the f-file and forced to occupy a more passive defensive position on the 7th rank, and then the f6 square seized by the queen.

8 Kg3 Rf5.

In the event of 8... Rf6 9 Qe7 Rf1 10 Kg2 Rf4 White continues 11 Qe5 Rg4+ 12 Kf3 (12 Kh3? Rg5, with a draw) 12... Rg5 13 Qf6 Kg8 14 Qxh6 Re5 15 Qf4! Re6 16 h6! Rg6 17 Qb8+ Kh7 18 Qf8, and wins.

9 Kg2 Rg5+ 10 Kf3 Rf5+ 11 Kg3 Rf1.

The position after White's 8th move has been repeated, but now it is his move and, by combining an attack on the f-pawn with a threat to win the rook, he forces it to move off the f-file.

12 Qe8! Kg7 (12... Rf5 13 Qe4, or 12... Rf6 13 Qe7 Kg7 14 Qe5) **13 Qe5+ Kg8 14 Kg2 Rb1.**

If 14... Rd1, then not 15 Qf6 Re1!, when 16 Qxh6? fails to 16... Re6 with a draw, but 15 Qf4! (threatening 16 Qg4+), and White wins the h-pawn without allowing the rook onto the 6th rank.

15 Qg3+ Kf8.

Things are no different after 15... Kh8 16 Qd3! Rb7 17 Qc3+ Kh7 18 Qf6. The point of the queen manoeuvre is to seize the f6 square under the most favourable circumstances.

16 Qd3! Rb2+ 17 Kf3 Kg8 18 Qd8+ Kh7 19 Qf6 Rb7 20 Ke4.

Now the rook can be only at a7, b7 or c7. But when the white king arrives at b6, the rook will be forced to abandon its last defensive line, and the f-pawn will fall.

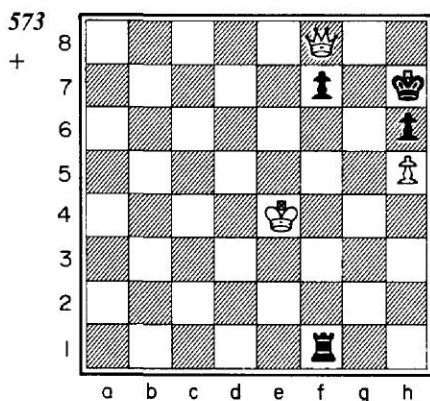
573. 1 Ke5.

Here, by continuing 1... Re1+ 2 Kf4 Rf1+ 3 Kg4, Black can transpose into position 572. We will consider a different defence.

1... Rf3 2 Qc8! (not allowing the king onto the g-file in view of the threat of 3 Qg4+) **2... Rf1.**

The rook cannot move off the f-file, since

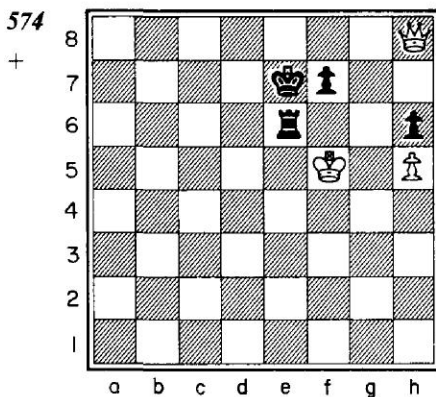
Grigoriev, 1917



the white king will break through to f8 via f6 and e7. If 2... Rf2, then 3 Qc3! Kh8 4 Kd6+ Kh7 5 Qd3+, and the rook is lost.

3 Qa8! Rf2 4 Qa3! (depriving the rook of all the remaining squares on the f-file) **4... Re2+ 5 Kf6 Rf2+ 6 Ke7 Rf4 7 Kf8,** and White wins.

Grigoriev, 1917



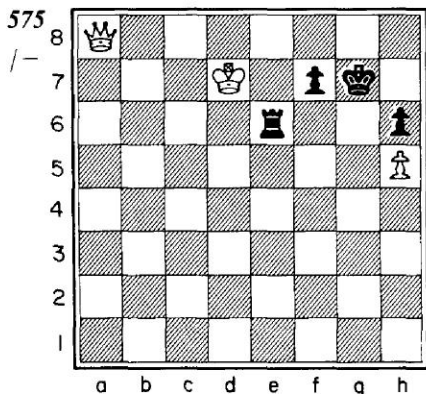
574. This position could have arisen from example 571 (cf. the note to Black's 1st move). As in the preceding positions, White's task reduces to seizing f8 with his queen. It is achieved by the joint efforts of queen and king, which have the aim of restricting the mobility of the enemy pieces.

Queen against Rook

1 Qc8! Rf6+ 2 Kg4 Re6 3 Qc5+ Kd7 4 Kf5! (not immediately **4 Qf8** in view of **4 ... Rf6**) **4 ... Ke8 5 Qb4!** (zugzwang) **5 ... Kd7 6 Qf8 Re7 7 Kf6** etc.

If it is Black to move, after **1 ... Rc6 2 Qb8 Rc5+ 3 Kg4 Rg5+ 4 Kh4 Rd5** (5 Qh8 was threatened) **5 Qb4+ Rd6 6 Kg4 Ke6 7 Qc5 Ke7 8 Kf5** play reduces to the main variation.

With his king on the 6th rank or beyond, White can again attain one of the winning positions already considered.



575. 1 ... Re1.

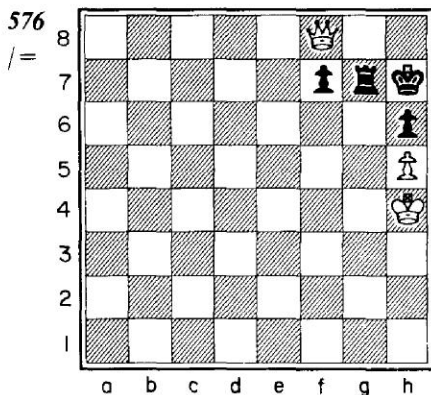
The most tenacious defence. After **1 ... Re2** (if **1 ... Rb6**, then **2 Qa1+!**, and in view of the threat of **3 Qg1+** the black king has to move onto the h-file, but then **3 Ke7** is decisive) **2 Qa1+ Kg8 3 Qg1+ Kf8 4 Qc5+ Kg8 5 Qc8+ Kg7** (5 ... **Kh7 6 Qc4**) **6 Qc3+ Kg8 7 Qg3+ Kf8** (7 ... **Kh8 8 Qf3**) **8 Qd6+ Kg8** (8 ... **Kg7 9 Qd4+**, winning the rook or mating) **9 Qxh6! Re6 10 Qg5+ Kh7 11 h6** White wins easily as in position 549.

2 Qg2+ Kf8 3 Kd6 Rd1+ 4 Ke5 Re1+ 5 Kf5 Re6 6 Qa8+ Kg7 7 Qd8 (571).

Up till now all the positions with pawns at f7 and h6 have been lost for Black. We will give two exceptions.

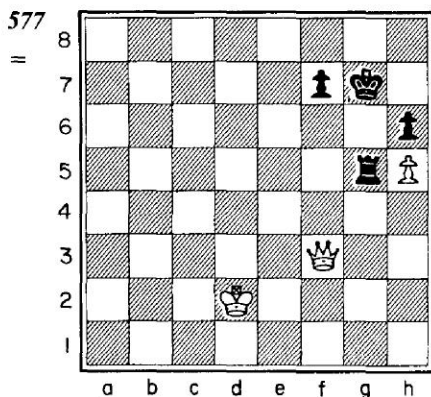
576. The white king is cut off on the side of the board, and by giving up his f-pawn Black

Grigoriev, 1917



transposes into position 519: **1 ... Rg5 2 Qxf7+ Rg7** etc.

Henkin, 1962



577. The f-pawn covers Black's king against checks along the 7th rank, which allows his rook the possibility of taking the h5 pawn, without having to fear a double attack. And since the queen is tied to the defence of this pawn, its freedom is restricted, and White is not able to create a zugzwang position.

1 Qc3+ Kg8!

1 ... Kh7 loses to **2 Qf6 Kg8 3 Qxh6 Re5 4 Qf4! Re6 5 h6** etc. But now on **2 Qf6** Black simply takes the h5 pawn, which, incident-

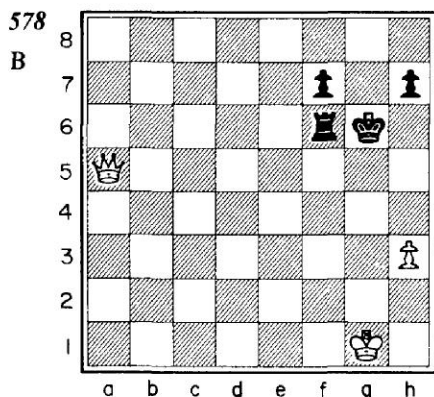
Queen and Pawn against Rook and Two Pawns

tally, he is also threatening to do now. Therefore the queen has to return.

2 Qf3 Kg7. Draw.

We have made the acquaintance of some theoretical positions, where the pawns of both sides have occupied positions which were fixed beforehand. But in the course of play it usually happens that, before the pawn structure becomes defined, the pieces can have a decisive influence.

Smyslov-Averbakh Moscow, 1946

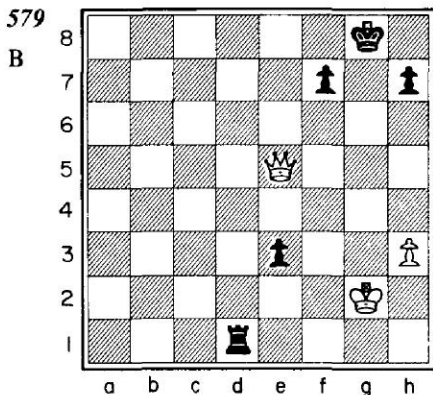


578. Black's hopes of a draw are associated with position 548 or 577. Therefore **1 ... h5** comes into consideration, and is justified in the event of **2 h4? Kh7! 3 Qxh5+ Kg8**. However, White should not be tempted by the immediate win of the pawn, but should first destroy the coordination of the enemy pieces: **2 Qd8! Kg7** (otherwise **3 Qh8**) **3 Qd4 h4 4 Kg2 Kg6 5 Qxh4 Kg7 6 Qd4 Kg6 7 h4** etc.

The game in fact went **1 ... Rf5 2 Qc3! Rg5+ 3 Kf2 Rf5+ 4 Kg3 Rg5+ 5 Kf4 Rf5+ 6 Ke4 h6 7 h4 f6 8 Qg3+ Kh5 9 Qg1 Ra5 10 Kf4 Ra4+ 11 Kf5 Ra5+ 12 Kxf6 Ra6+ 13 Kg7 Re6 14 Qc5+ Kg4 15 Qc8 Resigns.**

579. We should immediately make the proviso that, in playing this ending, neither player knew what position he should be aiming for. But for us a brief glance is sufficient

Witkowski-Karaklajic Dresden, 1959 (with colours reversed)



to discern the familiar contours of examples 548, 571 and 578. Therefore, before getting down to concrete analysis, let us define the tasks of the two sides.

Black has to play his rook to the 6th rank, without worrying about his e- and h-pawns (548). In doing so he must not allow the blockade of his h-pawn at h6 (571). If this should prove impracticable, with the white pawn at h5 his rook must occupy the g-file (577). White, in turn, must not allow the rook onto the 6th rank until he can attain a position of type 571.

And so, Black begins:

(a) **1 ... h5 2 Qxe3** (2 Qxh5? Rd6!, or 2 Qg5+ Kf8 3 Qxh5? e2! 4 Qxe2 Rd6—in both cases with an assured transition into position 548) **2 ... Rd5** (2 ... Rd6? 3 Qe8+ Kg7 4 Qe5+ Rf6 5 h4) **3 h4 Ra5** (threatening 4 ... Ra6) **4 Qe2!** (4 Qb6? Ra4!) **4 ... Kg7 5 Qc4! Ra3 6 Qb5! Ra2+ 7 Kf3 Kg8 8 Qg5+! Kf8 9 Qxh5 Ra3+ 10 Ke4 Ra4+ 11 Kd3 Ra3+ 12 Kc4 Rg3 13 Qh8+ Rg8 14 Qh6+ Rg7 15 h5 Kg8 16 Qf6, and White wins.**

(b) **1 ... Rd2+ 2 Kg3 Ra2 3 Qg5+!** (3 Qxe3? Ra6!) **3 ... Kf8 4 Qh6+ Kg8 5 h4! e2 6 Kf2 Ra5 7 Kxe2 Re5+ 8 Kf3 Re6 9 Qg5+ Rg6 10 Qd8+ Kg7 11 h5! Rf6+ 12 Kg4 Re6 13 Kf5 h6, and we have position 571.**

(c) The third variation occurred in the game: **1 ... Rd3 2 h4 h6 3 Kf3!**

White chooses the best move, evidently on general grounds. Let us analyse the alternatives:

(1) **3 h5 e2! 4 Kf2** (or **4 Qxe2 Rd5!**, when ... **Rg5** with a draw cannot be prevented—577) **4 ... Rd1! 5 Kxe2 Rg1! 6 Qf6 Rg5! 7 Qxh6 Re5+** and **8 ... Re6**, with a draw as in example 548.

(2) **3 Qf6 e2! 4 Qe5** (**4 Kf2 Rg3! 5 Kxe2 h5!** followed by ... **Rg6**—548; **5 h5 Rg5**—577) **4 ... Rd6! 5 Qxe2 Rg6+** and **6 ... h5** with a draw (548).

(3) **3 Qe4 Rd6! 4 Qe8+ Kg7 5 Qe5+ Rf6 6 h5 e2 7 Qxe2 Rf5!** followed by ... **Rg5** with a draw as in position 577.

3 ... Rd1 4 Ke2?

This leads to a drawn position. He should have captured with the queen on e3, when Black would have been unable to transfer his rook to the 6th rank.

4 ... Rg1 5 Qe8+ Kg7 6 Qe5+ Kg8 7 Qb8+ Kg7 8 Qb2+ Kg8 9 Kxe3 Rg6.

9 ... h5 is simpler, although **10 h5** is not yet dangerous in view of **10 ... Rg5** (577). The further course of the game is a comedy of errors.

10 Kf4 Re6? (**11 ... h5** was essential) **11 Kf5?** (**11 h5** wins) **11 ... Rg6?** (**11 ... h5!**) **12 Qc3?**

Even here it was not too late for **12 h5!** **Rg5+ 13 Kf6 Rxh5** (in contrast to position 577, the white king takes part in the attack) **14 Qb8+ Kh7 15 Qb3! Rg5 16 Kxf7 Rf5+ 17 Ke7 Re5+ 18 Kd7 Rg5 19 Qe6!**

12 ... Re6? 13 h5! At last. White has attained the won position 571.

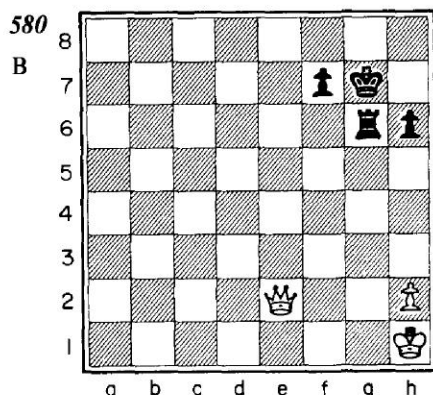
We will conclude our analysis with a small piece of information: play continued for a further 12 moves, and on the proposal of Witkowski, who did not know what to do with his queen, ended in a draw in a position which was won for him.

In conclusion we give a position which is notable for the fact that, to attain a draw, the defender can play 'as he pleases'.

Tarrasch–Chigorin

St Petersburg, 1893

(variation from the game, with reversed colours and flanks)



580. Here Black can obtain any of the drawn positions familiar to us.

3.53 Connected pawns

We will consider two main types of positions:

3.531 Connected pawns blockaded by the enemy pawn.

3.532 Pawns not blockaded*.

But first a few general comments.

The weaker side defends most successfully in positions where one of his connected pawns is on the 7th rank, and the other on the 6th. Such a configuration allows the king to hide from checks behind the pawns, which facilitates the movement of the rook, and also limits the number of rear squares, for which the queen usually aims. The side with the rook should not allow the enemy king to break into his

* Practice has shown that the majority of such situations arise on the K-side, and, to facilitate the finding of the necessary material, a number of positions in this chapter are given with reversed flanks, compared with the 1st edition.

Queen and Pawn against Rook and Two Pawns

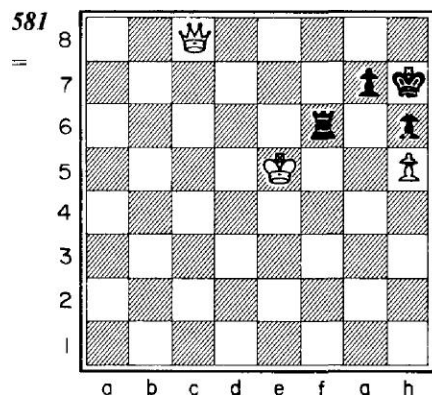
position, or his own king to be driven away from the pawn chain.

The stronger side's resources remain the same: restriction of the mobility of the enemy pieces, seizure of the rear squares by the queen, *zugzwang*, and the sacrifice of queen for rook and pawn with the aim of attaining a won pawn ending.

Henkin, 1962

3.531 Pawns blockaded

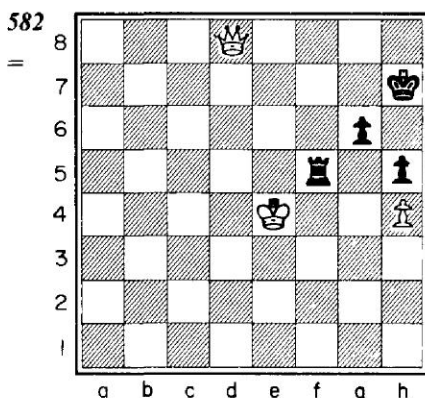
from Chéron, 1958



581. Black defends by manoeuvring with his rook along the f-file. If there should not be two free squares (for example, with the white king at e7, the queen at e3 and the rook at f6), then the king acquires reserve moves, and a position of *zugzwang* does not arise. With a rook's pawn, the queen sacrifice on f6 is of course pointless.

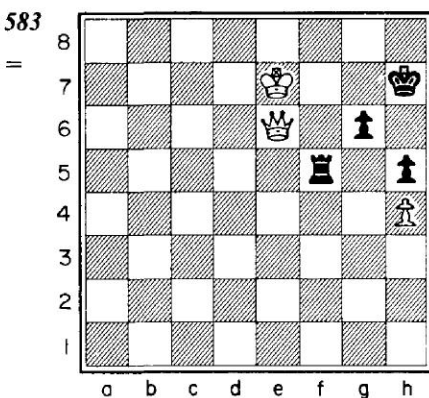
Let us move the position one rank down the board.

582. Here too the rear squares in Black's position are inaccessible to the queen. The king manoeuvres between h8 – h7 – g7 – g8, and the queen can deprive it of only two of these squares.



draw for any position of the white king

Even the breakthrough of the king across the 5th rank does not achieve anything.

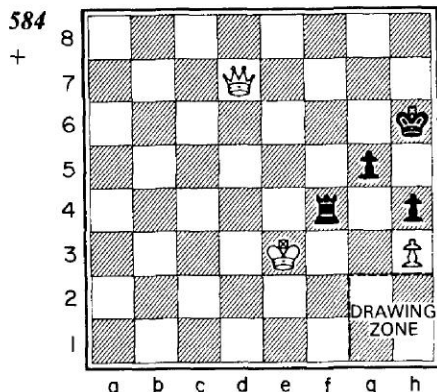


583. A *zugzwang* position cannot be created. Black has several safe moves (e.g. 1 ... Kg7 or 1 ... Rf1). We will indicate another curious possibility.

1 ... Kh8 2 Qxg6 Rf7+ with a draw as in example 305, while 3 Ke6 Re7+ 4 Kf5 Rf7+ 5 Ke4 Re7+ 6 Kf4 Rf7+ 7 Kg3 Rf3+ also leads to perpetual pursuit of the king, although Black can even go into the pawn ending: 7 ... Rg7 8 Qg5 Rxc5+ 9 hxc5 Kg7, with a draw.

Moving position 581 further down the board may change the assessment, depending on the position of the white king.

Henkin, 1962



with the white king inside the zone—draw

584. 1 Qe8!

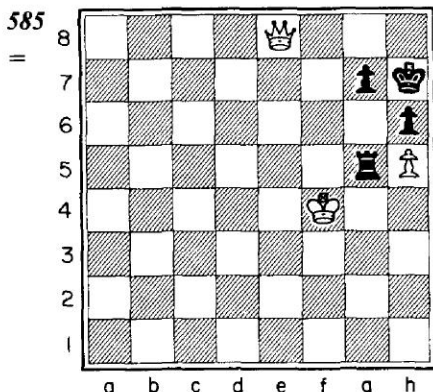
This forces the rook off the 5th rank, since in the event of 1 ... Kg7 the defence collapses: 2 Qh5 Kf6 (2 ... Rf5 3 Ke4 Ra5 4 Qe8 Kh6 5 Qc6+ Kh5 6 Qc7! Ra4+ 7 Ke5 Ra6 8 Qh7+ Rh6 9 Qf7+ Rg6 10 Kf5) 3 Qh6+ Kf5 4 Qc6 Ke5 5 Qg6 Rf5 6 Qh6 Kd5 7 Qb6 Re5+ (7 ... Ke5 8 Qg6) 8 Kf3 Rf5+ 9 Kg4 Re5 10 Kh5 Ke4 11 Kg6 Rd5 12 Qb4+ Ke3 13 Qc4 Re5 14 Kf6, and White wins.

1 ... Rf6 2 Ke4 Rf4+ (2 ... Ra6 3 Kf5 Ra5+ 4 Kg4) 3 Ke5 Rf2 4 Qc6+ Kg7 (4 ... Kh5 5 Qb7!) 5 Qc7+ Rf7 6 Qd8! Kh6 7 Qh8+ Kg6 8 Qg8+ Rg7 9 Qe8+ Kh6 10 Kf5 Kh7 11 Kf6 etc.

With the white king inside the zone, e.g. at g2, Black draws, since the queen alone is unable to disorganize the defence: 1 Qe8 Rf6 2 Kg2 Rf4 3 Qe7 Kg6 4 Kg2 Rf6, and White is unable to strengthen his position.

585. In contrast to the preceding examples, here the rook occupies a different defensive position. It is less secure, but with pawns on the 7th and 6th ranks it nevertheless allows Black to escape defeat, since White cannot prevent the rook from reaching

Henkin, 1962



f6, which leads to the drawn position 581.

1 Ke4 Ra5 2 Kd4 Rg5 3 Qe4+.

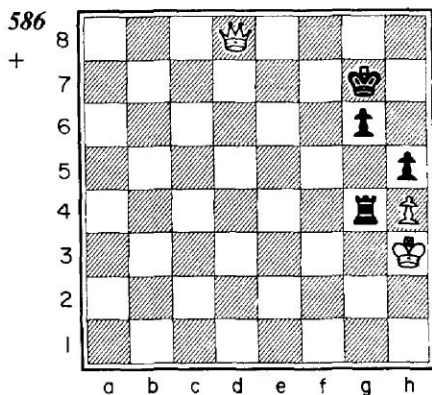
If immediately 3 Kc4, then 3 ... Rg4+ 4 Kd5 Rf4 with a draw. In manoeuvring with his queen, White must also reckon with the possible capture on h5.

3 ... Kh8 4 Kc4 Kg8 5 Qe8+ Kh7 6 Kb4 (there is no other way of depriving the rook of all its squares on the 5th rank) 6 ... Rg4+ 7 Kc5 Rf4!, and after the inevitable 8 ... Rf6 position 581 is reached.

If position 585 is moved one rank (or more) down the board, the rook loses contact with the rear, and is unable to lend timely support to the king.

White wins even when his king is cut off on the rook's file.

Henkin, 1962

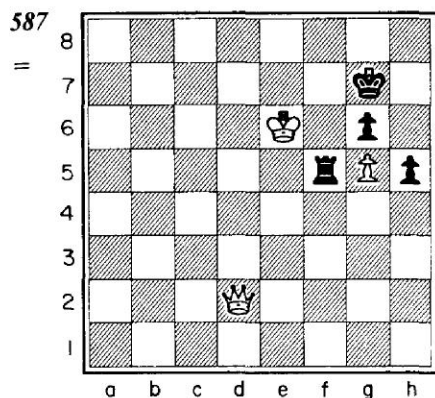


Queen and Pawn against Rook and Two Pawns

586. 1 Qe7+ Kg8 2 Qf6 Rg1 3 Qd8+ Kh7 4 Qc7+ Kh6 5 Qb8, mating or winning the rook.

In positions where the rook is better placed, the defence holds even when the enemy king is active.

Henkin, 1962



587. The white king must not be allowed to become established on the 7th or 6th rank. For the moment there is no danger of this, since 1 Ke7 is parried by 1 ... Rf7+ 2 Ke8 Rf8+ 3 Kf7 Rf7+ etc.

1 Qd6.

There is now the threat of an invasion. If Black carelessly plays 1 ... Rf1? (1 ... Rxf5 2 Qc7+ Kh6 3 Qf4 h4 4 Kf6), after 2 Ke7 Rf7+ 3 Ke8 Rf5 (3 ... Rb7 4 Qe5+ Kh7 5 Kf8 Ra7 6 Qd5, or 5 ... Rd7 6 Qe6 Rd8+ 7 Kf7 Rg8 8 Qf6) 4 Qe7+ Kg8 5 Qf6! Kh7 6 Qxf5 gxf5 7 Kf7 White wins.

Correct is 1 ... Rf7! 2 Qe5+ Kg8, when Black parries the attack in analogy with Guretzky-Cornitz's position (399).

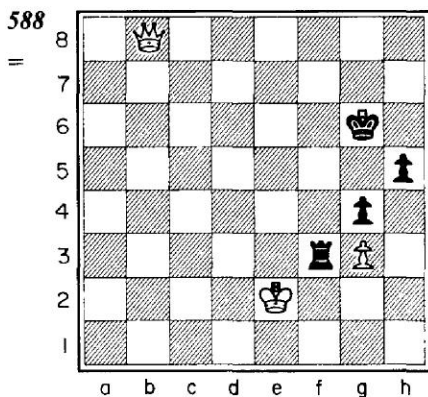
The weaker side draws with a rook's pawn and knight's pawn, irrespective of what ranks they are on, but only provided that it is the more advanced knight's pawn that is blocked.

588. For a successful defence the rook must not abandon the f-file, and the queen must not be allowed to reach h7.

Sokolov-Kremenetsky

Moscow, 1959

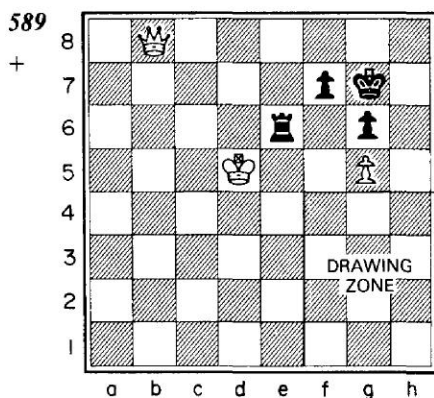
(variation from the game)



1 Qh8 Rf6 2 Ke3 Rf3+ 3 Ke4 Rf6 4 Ke5 Rf3 5 Ke6 Rf1 6 Ke7 Rf7+ 7 Ke8 Rf3 8 Qg8+ Kh6 9 Ke7 Re3+! 10 Kd6 Rd3+ 11 Ke5 Re3+ 12 Kd4 Rf3 13 Qe6+ Kg7 14 Ke4 Rf6 (14 ... Rf7? 15 Qe8!) 15 Qe7+ Kg6 16 Qe8+ Kh6 17 Ke5 Rf3 18 Qg8 Re3+ etc.

Positions with a knight's pawn and bishop's pawn are also of considerable practical interest.

Henkin, 1966



with the white king inside the zone—draw

589. Without the g-pawn Black draws easily (532). But here the 6th rank is as

Queen against Rook

though shortened, and the rook is deprived of its second strong point. In addition, White acquires another attacking resource—the queen sacrifice on e6, leading to a won pawn ending.

1 Qc7!

This forces the rook to lift its defence of the 6th rank, since after 1... Ra6 2 Qc3+ Kh7 3 Qc4! Black cannot play 3... Re6 (3... Rb6 4 Qc7 Rb5+ 5 Kd6 Rf5—591) in view of 4 Qc8 Re1 (5 Qxe6 was threatened) 5 Qf8 Rf1 6 Kd6 followed by 7 Ke7 and 8 Qxf7+, while after 3... Ra5+ 4 Kd6 Rxc5 5 Qxf7+ Kh6 6 Qf4 Kh5 7 Qh2+ Kg4 8 Ke6 a won position from example 403 is reached. Regarding 1... Kf8 2 Qc8+ Ke7, cf. position 590.

1... Re3 2 Qc2!

Again restricting the rook's mobility. Thus 2... Ra3 3 Qb2+ is not possible, nor is 2... Rg3 3 Qb2+ followed by 4 Qb8+ or 4 Qh2+, while if 2... Re6, then 3 Qc3+ Kh7(g8) 4 Qh3(c8)+ and 5 Qxe6, with a won pawn ending.

2... Kg8 3 Kd6 Re6+ 4 Kd7 Re3.

In the event of 4... Kg7 5 Qc4! the rook does not have a single available square. But now the rook has to be driven off the e-file, for the king to break through to the f-pawn.

5 Qc4! Ra3.

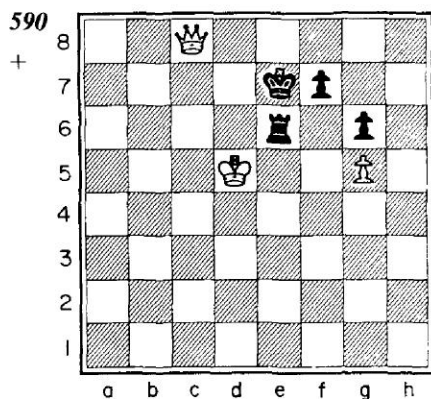
The rook switches to defence along the 7th and 8th ranks, but from this side too the queen restricts it.

6 Qe4 Kg7 7 Ke7 Ra7+ (the threat was 8 Qd4+ Kg8 9 Qd8+ Kg7 10 Qf8+ etc.) **8 Ke8 Kg8** (8... Ra5 9 Qd4+ Kg8 10 Ke7 Ra8 11 Qd5 Rf8 12 Qf3 Kg7 13 Qc3+ Kg8 14 Qf6) **9 Qd5 Rc7 10 Qd8 Rb7 11 Qc8 Ra7 12 Qb8** followed by the unavoidable **13 Ke7+**, winning the f-pawn.

If in the initial position the white king is inside the indicated zone, the position turns out to be drawn. The rook must not allow the king across the e-file, and in this it is successful, since White cannot take away all its squares. The sacrifice on e6 does not have to be feared. For example (in the position:

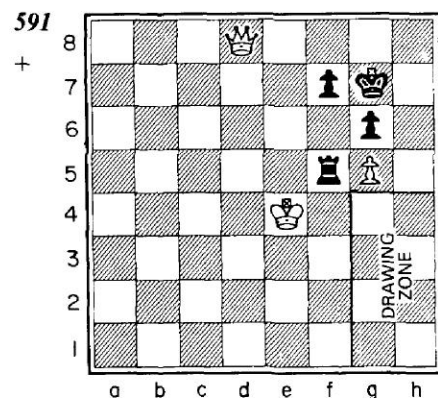
White—Kf4, Qc8) nothing is achieved by 1 Qxe6 fxe6 2 Ke5 Kf7 3 Kd6 in view of 3... e5 4 Kxe5 Ke7 with a draw.

Henkin, 1982



590. This position could have arisen from the previous example (cf. the note to White's 1st move). Although the queen sacrifice at e6 is not threatened here, Black quickly ends up in zugzwang: 1 Qb8! Kd7 2 Qf8 Re7 3 Qg8 Kc7 4 Qa8 Rd7+ (4... Kd7 5 Qf8) 5 Ke5, and the king breaks through to the pawns.

Henkin, 1966



with the white king inside the zone—draw

591. 1 Kd4 Rb5 2 Kc4 Rf5 (now Black is

given the move) **3 Qe7 Kg8 4 Qe8+ Kg7 5 Qd8 Rf1.**

The queen must not be allowed to reach f8: **5 ... Kh7 6 Qf8 Rf1 (6 ... Rxg5 7 Qxf7+ Kh6 8 Qf4 Kh5 9 Qh2+ Kg4 10 Qh6 Kf5 11 Kd5, winning as in example 403) 7 Kd5 Rd1+ 8 Ke5 Re1+ 9 Kf6 Rf1+ 10 Ke7 Re1+ 11 Kxf7 Rf1+ 12 Ke8 Re1+ 13 Qe7+! Rxe7+ 14 Kxe7 etc.**

6 Qd4+ Kg8.

If **6 ... Kh7 7 Kc5 Rf5+ 8 Kd6 Rxg5**, then **9 Ke7 Rf5 (9 ... Kg8 10 Qd8+) 10 Kf8 f6 (10 ... Kh6 11 Qh4+ Rh5 12 Qf4+) 11 Qd7+ Kh6 12 Qg7+ Kh5 13 Qh7+ Kg5 14 Kf7.**

7 Kc5 Rf5+ 8 Kc6! Rf3 9 Kd7 Rf1 10 Qe4 Rcl 11 Qe8+ Kg7 12 Qe5+ Kg8 13 Ke7 (threat 14 Qb8+) 13 ... Rb1 14 Qe4 (threat 15 Qa8+) 14 ... Ra1 15 Qc4! Re1(a7)+ 16 Kf6 Re6+ 17 Qxe6, and White wins.

With the white king inside the zone Black easily forces a draw by ... **Kh7-g7**. In this case it is not even necessary to guard the f8 square against invasion by the queen, since the rook can always find two free squares on the f-file, and the enemy king cannot break free.

Let us return to position 589 and move it one rank down the board.

592. If the queen can occupy f7, the rook will be tied to the defence of the f-pawn and the white king will penetrate unhindered into the enemy rear. It is around this plan that the battle revolves.

1 Qc7+.

Where should the king move to? **1 ... Kh8(h6) 2 Qf7** or **1 ... Kf8 2 Qh7** is clearly bad, which only leaves two possibilities:

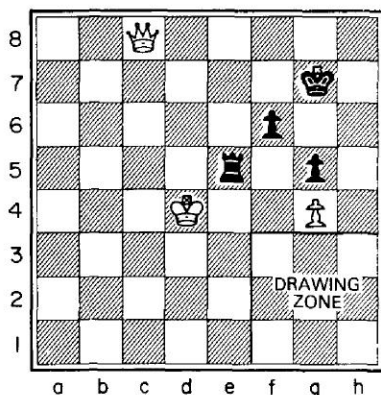
(a) **1 ... Kg8 2 Qd7!** (preparing the passage of the king across the 7th rank) **2 ... Re1 3 Kc5 Rcl+ 4 Kb6 Rb1+ 5 Kc7 Rcl+ 6 Kd8 Re1 7 Qb7! Re5.**

The fact that the f-pawn is undefended begins to tell. If it moves to other free squares on the e-file, the rook and the pawn come under a double attack: **7 ... Re2 (7 ... Re3 8 Qb6!) 8 Qa6! Rf2 9 Ke8 Rf4 10 Qe6+ Kg7 11 Qf7+ and 12 Kf8.**

Henkin, 1962 and 1982*

592

+



with the white king inside the zone—draw

8 Qc7! (zugzwang, e.g. **8 ... Re4 9 Qc6; 8 ... Re3 9 Qb6; 8 ... Re1 9 Qc3) 8 ... Kf8 9 Qh7 Rd5+ 10 Kc7 Rd1 (10 ... Re5 11 Kd6) 11 Qg6 Ke7** (playing for stalemate does not work: **11 ... Rcl+ 12 Kd7 Rd1+ 13 Ke6 Re1+ 14 Kxf6 Re6+ 15 Kxg5 etc.) 12 Qg7+ Ke6 13 Qf8 Rcl+ (13 ... Rd7+ 14 Kc6 Ra7 15 Qg8+ Rf7 16 Kc5 Ke7 17 Kd5) 14 Kd8 Rd1+ 15 Ke8 Rd6 (15 ... Rd7 16 Qb4) 16 Qe7+ Kd5 17 Kf7 and 18 Qxf6.**

(b) **1 ... Kg6!**

The best move, defending the f-pawn. In the event of the rear squares being threatened, the king returns to g7. The attempt at a double attack, for example **2 Qb7 Re1 3 Qb4**, is parried by **3 ... Re8**. Therefore White first transfers his king to d8.

2 Qd7 Re1 3 Kc5 Rcl+ 4 Kb6 Rb1+ (4 ... Rc3 5 Qe8+ Kg7 6 Qe7+ Kg6 7 Qf8 Rg3 8 Qg8+ Kh6 9 Qe6 Kg7 10 Kc7 etc.) 5 Kc7 Rcl+ 6 Kd8 Re1 (6 ... Ra1 7 Ke7 Rcl 8 Qd6 or 7 ... Ra8 8 Qd4) 7 Qd5 Kg7 8 Qb7+ Kg6 9 Qb4!

In comparison with the position from the note to Black's 1st move, the rook cannot retreat to e8, defending the rear squares, and is forced to change its defensive front. If

* In the 1st edition this position was incorrectly given as drawn.

Queen against Rook

Black persists, for example with 9 ... Re5, White then wins as follows 10 Qf8 Ra5 11 Qg8+ Kh6 12 Ke7 Ra7+ 13 Ke6! (13 Kxf6? Rf7+!) 13 ... Ra6+ (13 ... Rg7 14 Qh8+) 14 Kf5 Ra5+ 15 Kxf6! Ra6+ 16 Ke5!, and the king avoids perpetual check by approaching the rook along the diagonal adjoining the queen's: 16 ... Ra5+ 17 Kd4 Ra4+ 18 Kb3 Ra3+ (18 ... Rxc4 19 Qe6+ Kh5 20 Qe2) 19 Kb2; or 10 ... Re4 11 Qg8+ Kh6 12 Qf7 Rxc4 13 Qxf6+ Kh5 14 Qh8+! Kg6 15 Qe8+ Kf6 16 Qe7+ Kf5 17 Qd7+ Kf4 18 Ke7, and the white king succeeds in breaking through to the pawn.

9 ... Ra1 10 Qc5.

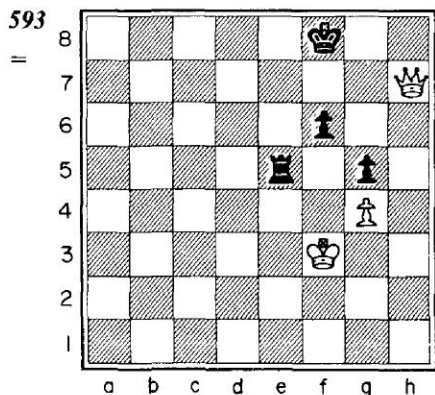
White does not yet threaten 11 Qf8, but he blocks the rook's path to the 7th rank and intends to establish his king at e7. There is no defence:

(b1) 10 ... Kg7 11 Qc7+ Kg6 12 Ke8 Ra8+ 13 Ke7 Ra1 14 Qb8 Re1+ 15 Kf8.

(b2) 10 ... Ra8+ 11 Ke7 Ra6 12 Qf5+ Kg7 (12 ... Kh6 13 Qb5) 13 Qd7! Rb6 (13 ... Kg6 14 Qd3+) 14 Ke8+ Kg6 15 Qf7+ Kh6 16 Qc7 and 17 Kf7.

If in the initial position the white king is inside the zone, Black draws even with the queen at h7.

Henkin, 1962



593. 1 Qg6 Re7!

The balance is maintained by a tactical

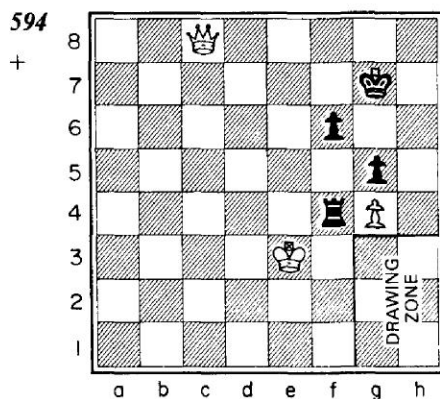
trick: 2 Qxf6+ Rf7. Therefore Black must constantly return the white king to the f-file.

2 Kg2 Re2+ 3 Kg1 Re1+ 4 Kf2 Re7 5 Kf3 Re6 6 Qf5 Re7 7 Qc5 Kf7, and White does not have the slightest hope of success.

If position 592 is moved one, two or three ranks down the board, White wins easily by seizing the rear squares.

We will now consider position 592 with the rook differently placed.

Henkin, 1962



with the white king inside the zone—draw

594. 1 Qc7+ Kg6 (1 ... Kf8 2 Qd7 Kg8 3 Qe7) 2 Qd7 Kh6 (there are no other moves) 3 Qf7 Rf1 (3 ... Rxc4 4 Qxf6+ Kh5 5 Qf3 Kh4 6 Qh1+ Kg3 7 Qh5) 4 Ke4 Rf4+ 5 Kd5 Rxc4 6 Qxf6+ Kh5 7 Qh8+ Kg6 8 Qg8+ Kh6 9 Qe6+ Kh5 10 Qe2, and Black loses his rook or is mated.

Let us place the king inside the zone, say at g3.

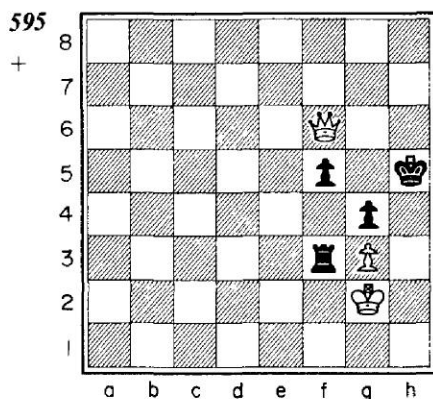
1 Qd7+ Kg6! 2 Qe8+ Kg7 3 Qe7+ Kg6! 3 ... Kg8? loses to 4 Kg2! Rxc4+ 5 Kf2 Rf4+ (5 ... f5 6 Qf6) 6 Ke2 Kh8 7 Qf7 Rf5 8 Qg6 Re5+ (8 ... Rf4 9 Ke1!) 9 Kf3 Re6 10 Kg4 Ra6 11 Kh5, with a mating attack.

4 Qf8 Rf1 5 Qg8+ Kh6 6 Qf7 Rf4, and White cannot help out his king, since 7 Kg2 Rxc4+ 8 Kf3 Rf4+ 9 Ke3 Rh4! 10 Qxf6+ Kh5 11 Qg7 Rf4 leads to a draw (402).

Queen and Pawn against Rook and Two Pawns

If the initial position is moved one rank down the board, White wins even with his king most unfavourably placed, since the rook does not have any waiting moves on the f-file.

Henkin, 1982



595. Black to move is in *zugzwang* (in the previous example he could have played 1 ... Rf1). But if it is White to play, he is unable to give Black the move by Salvioli's manoeuvre: 1 Kh2 Rf1 (1 ... Rf2+? 2 Kg1 Rf3 3 Kg2) 2 Kg2 Rf3.

He wins by 1 Qg7! Re3.

After 1 ... Rd3 2 Qe5 Kg6 (2 ... Rf3 3 Qf6!, or 2 ... Rd2+ 3 Kf1 Kg6 4 Qe6+, and 4 ... Kg5 fails to 5 Qe3+) 3 Kf2 Rf3+ 4 Ke2 the white king breaks free.

2 Qc7! Rf3 (2 ... Re2+ 3 Kf1 Re3 4 Kf2 Rf3+ 5 Ke2 etc.) 3 Qh7+ Kg5 4 Qg7+ Kh5 5 Qf6!—*zugzwang*.

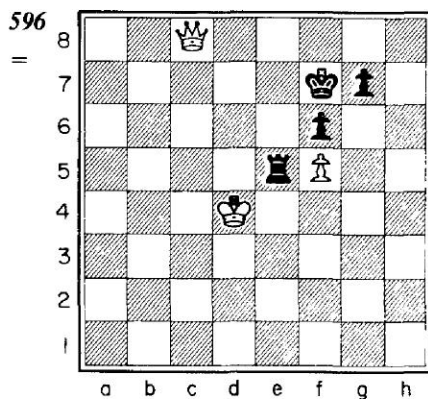
In the following positions it is the advanced bishop's pawn which is blockaded.

596. Black defends as in example 588, by holding the e-file.

1 ... Re7 2 Kd5 Re5+ 3 Kd6 Re7 4 Qc4+ Kf8 5 Qb3 Re5 6 Qh3 Re8 (6 ... Re7? 7 Qh8+ Kf7 8 Qxg7+!) 7 Qh8+ Kf7 8 Qh5+ Kf8 9 Kd7 Re7+ 10 Kd8 Re5, and Black's position is impregnable.

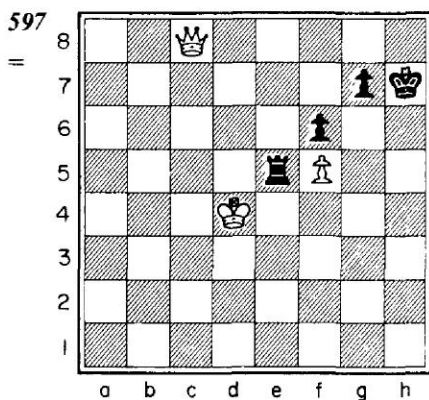
The assessment does not change if the

Henkin, 1982



position is moved any number of files to the left.

Henkin, 1982



597. This differs from the previous position only in the placing of the black king, but the method of defence is radically different. Here Black must maintain his rook on the 5th rank, not allowing the enemy king to advance.

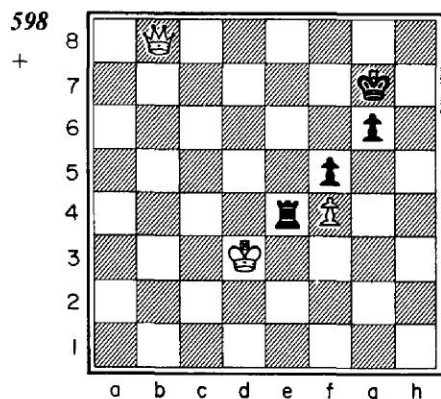
1 ... Ra5 2 Kc4 Re5 3 Kb4 Rd5 4 Qe6 Re5 5 Qd7 (the rook does not have any more free squares on the 5th rank, but on the other hand the king is now free to move) 5 ... Kg8, and Black transposes to the drawn position 596.

The transfer of the white king to the opposite wing is also not dangerous (after 1 ... Ra5): **2 Ke4 Re5+ 3 Kf4 Ra5 4 Kg4 Re5 5 Kh5 Ra5 6 Qd7 Re5 7 Qd3 Ra5** (7 ... g6+ also comes into consideration) **8 Qf3 Re5 9 Qg4 Ra5 10 Qg6+ Kg8**, and the queen is unable to make way for the king.

Black loses only if he allows the king to cross the 5th rank: 1 ... Re1? 2 Kd5 Re5+ 3 Kd6 Re1 4 Qe6! Re5 5 Ke7 Ra5 6 Qd7 Ra8 7 Kf7 Rb8 8 Qc7 Rb2 9 Qc8 etc.

Let us move position 596 one rank down the board.

Henkin, 1962



598. 1 Qb7+ Kh6!

The most tenacious defence. In the event of 1 ... Kg8 2 Qc7! the stalemate idea 2 ... Kh8 does not work due to 3 Qf7, when Black does not have any waiting moves (3 ... Re1 4 Qf6+! Kh7 5 Qh4+). He therefore has to play 2 ... Re8 (2 ... Kf8 3 Qh7, or 2 ... Re1 3 Qc8+ Kf7 4 Qh8) 3 Qc6! Kf7 4 Qd5+ Kf8 (4 ... Kf6 5 Qd7 Re4 6 Qc7 Re7 7 Qd8 Kf7 8 Qh8) 5 Qd7 Re7 6 Qd8+ Kf7 7 Qh8 Re4 8 Qh7+ Kf6 9 Qg8 Re7 (9 ... Rxf4 10 Qd8+ Ke6 11 Qb6+, winning the rook or a pawn) 10 Kd4 Re4+ 11 Kd5 Re7 12 Kd6 Rf7 13 Qh8+ Rg7 14 Qd8+ Kf7 15 Ke5, and White wins.

The point of 1 ... Kh6! is that now on 2 Qf7 Black can take on f4 with a draw.

2 Qc7 Re8 3 Kd4 Re4+ 4 Kd5 Re8.

White has achieved the best deployment of his pieces. If the queen moves off the 7th rank, the king returns to h7 and Black maintains the balance. The sacrifice 5 Qe5 is incorrect: 5 ... Rxe5+ 6 fxe5 f4 etc. Therefore it is time for positive action.

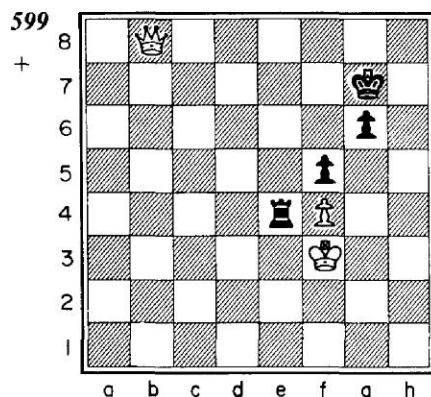
5 Qf7 Re4 (5 ... Ra8 6 Qd7 Ra6 7 Qb7 Ra4 8 Ke5) **6 Qg8!**

Only this bold sacrifice leads to a win, albeit a very difficult one.

6 ... Rxf4 7 Ke5!, and we reach position 489 which was analysed in detail in chapter 3.33.

With his king on the short side of the board White wins, by breaking through via g5.

Henkin, 1982



599. 1 Qc7+ Kg8 (1 ... Kh6 2 Qf7 and 3 Qg8) **2 Kg3 Re1 3 Kh4**, and 3 ... Rg1 fails to 4 Qb8+ and 5 Qa7+, winning the rook.

If position 598 is moved further down the board, the scope for the queen to Black's rear increases, which makes the win much easier.

600. Only a draw results from 1 Qa6+ Kh5 2 Qc6 Kh4! 3 Qh6+ Kg3 4 Qxg5+ (4 Qh5 Kf2! 5 Qg4 Re2+ 6 Kd3 Re3+ 7 Kd4 Re2 etc.) 4 ... Kxf3, and then as in example 421.

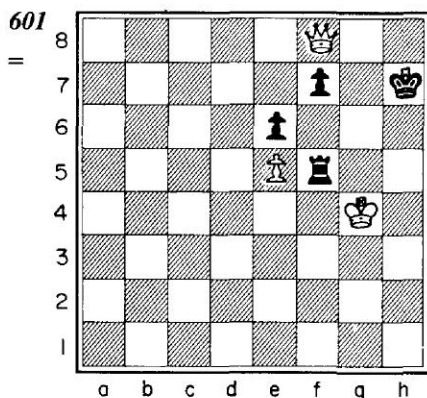
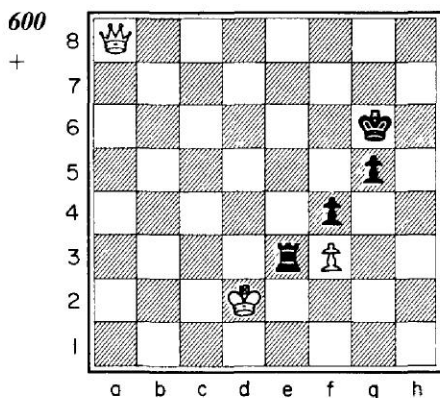
1 Qh8! Re7! (1 ... Re6 2 Qg8+ Kf6 3 Qh7) **2 Kd1!**

The aim of this manoeuvre is to give the

Queen and Pawn against Rook and Two Pawns

Henkin, 1962

Henkin, 1962



opponent the move. Nothing is achieved by 2 Kd3 Re3+ 3 Kd4 Re1 4 Qg8+ Kh6 5 Qf7 Re3, when 6 Qf6+? Kh5 7 Qg7 allows 7... Kh4!, with the same consequences as in the introductory note. 2 Qg8+ Kh5! is also weak.

2... Re3.

If the rook moves along the 7th rank (e.g. 2... Ra7), then 3 Ke1, and the king breaks through to g4, while after 2... Re6 3 Qg8+ Kf6 4 Kd2! Re3 5 Qh7 the king is driven away from the g-pawn.

3 Qg8+! Kh6 4 Kd2!

Zugzwang, since Black cannot take the pawn: 4... Rxf3 5 Qh8+ Kg6 6 Qe8+ Kf5 7 Qc8+ Ke5 8 Qc5+ Ke4 9 Qc6+ and 10 Qxf3.

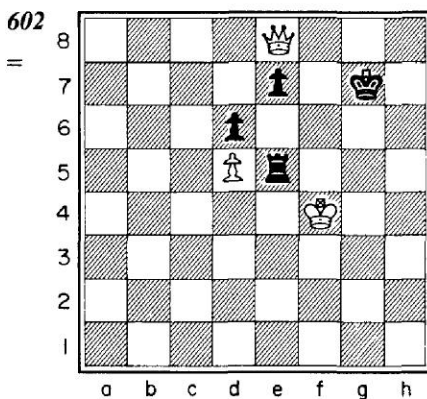
4... Re7 5 Qf8+ Rg7 6 Kd3, and White wins.

We will now examine a further series of positions, which will help us in the analysis of endings with several pawns.

601. In general the queen should not be allowed to reach f8, although here this does not lose. The white king is unable to break either across the 5th rank, or across the f-file, and as soon as the queen vacates its post the black king moves to g7, consolidating the position.

The same situation arises if the initial position is moved one file to the left.

Henkin, 1982



602. For a successful defence Black must not allow the queen to reach f8 or g8, or the king to cross the 5th rank or the e-file. Despite the variety of tasks, they can be carried out, mainly due to the vulnerability of the d5 pawn, which in many cases can be taken without fear of the rook being lost.

1 Qc6 Re1 2 Qc3+ Re5 3 Qd3.

Now Black can only move his king. 3... Re1 4 Qg3+ is not possible, while after 3... Rh5 4 Ke4! the white king breaks through

Queen against Rook

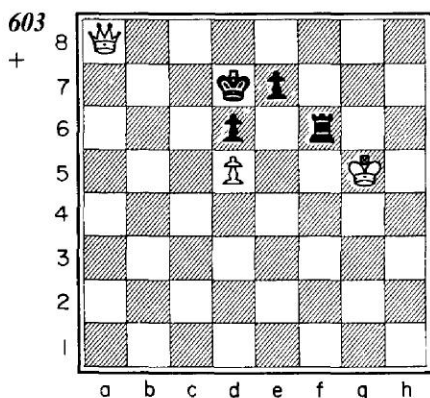
either to the Q-side (4 ... Re5+ 5 Kd4), or across the 5th rank: 4 ... Rh4+ 5 Kf5 Kf7 6 Kg5 Rh2 7 Qg6+ Kf8 8 Kf5 (8 ... Re2 9 Qh6+ Kg8 10 Qh3! Re5+ 11 Kg6, or 10 ... Rf2+ 11 Ke6).

3 ... Kf7 4 Qh7+ Kf8!

Black loses after 4 ... Ke8 5 Qg8+ Kd7 6 Qa8 Rh5 7 Kg4 Re5 8 Qc6+ Kd8 9 Qa4! (zugzwang) 9 ... Kc7 10 Qe8 Kb6 (10 ... Re1 11 Kf5 Re5+ 12 Kg6 Re1 13 Kf7 Rf1+ 14 Kxe7 Re1+ 15 Kf7 Rxe8 16 Kxe8 Kb6 17 Kd7 Kc5 18 Ke6) 11 Qc6+ Ka5 12 Qb7 Ka4 13 Qb6 Ka3 (13 ... Rxd5 14 Qc6+ Rb5 15 Qd7) 14 Qb5 Ka2 15 Qb4 Ka1 16 Qb3, and the rook is lost.

But now the rook is threatening to take on d5. White is unable to exploit the cramped position of the enemy king, and is forced to return his queen to d3 or h1, when after ... Kg7 everything is back in place.

Henkin, 1982



603. This defensive set-up is not as sound as the previous ones, since it allows the queen to attack from both sides. White's play is based on zugzwang and the constant threat of sacrificing queen for rook and pawn.

1 Qa4+ Kd8 2 Qd4 Rf3 3 Kg6 Ke8 (3 ... Rg3+ 4 Kf7 Rf3+ 5 Ke6 Rf6+ 6 Qxf6) 4 Qa4+ Kd8 5 Qg4 Rf1 6 Kg7 Rf6 7 Qh4 Rf3.

With Black to move this is a zugzwang position: 8 ... Rf1(f5) 9 Qh8+ Kc7 (other-

wise 10 Qh3+) 10 Qe8 Re1(e5) 11 Kf7 and 12 Qxe7+. Also, neither 8 ... Ke8 9 Qh5+ nor 8 ... Kd7 9 Qg4+ is possible. However, lengthy and accurate play is required to give Black the move.

8 Qh8+ Kd7 9 Qh5! Rf4!

All other rook moves along the f-file lose quickly: 9 ... Rf6 or 9 ... Rf2—10 Qh4!

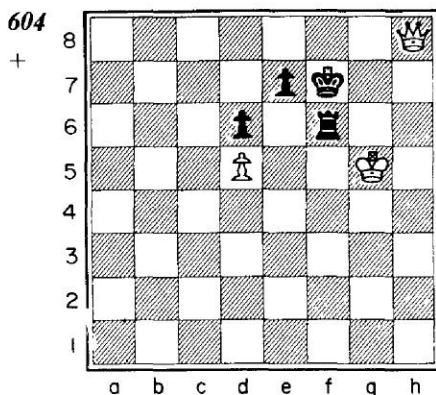
10 Qh2 Rf3! 11 Qg2 Rf6!

If 11 ... Rf4, then 12 Qg3 Rf6 13 Qh4 etc. But now the queen cannot reach h4 in one move, and 12 Qg5 Rf1! 13 Qh4 does not give the desired result due to 13 ... Rg1+ 14 Kf7 Rf1+, when the white king is driven away from the pawns. Nevertheless the queen finds a way to win.

12 Qh3+ Kd8 13 Qh8+! Kd7 14 Qh4!, and White wins (14 ... Kc7 15 Qxf6 exf6 16 Kxf6 Kb6 17 Ke7 Kc5 18 Ke6).

Black's defences also fail to hold for a different position of his king.

Henkin, 1982



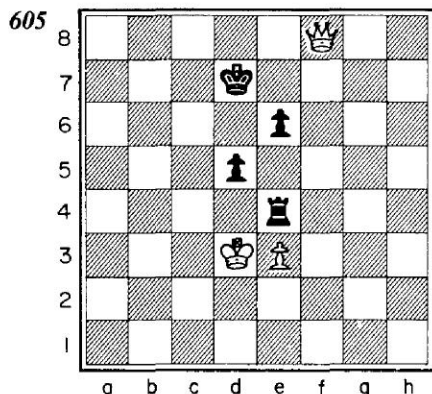
604. 1 Qh7+ Kf8 2 Qh5! Rf1 3 Kg6 Rf6+ (3 ... Rg1+ 4 Kf5 Re1 5 Qh4 Re2 6 Qh6+ Kg8 7 Qh3 Kf8 8 Kg6) 4 Kh7 Rf7+ 5 Kh8 Rf1 (5 ... Rf6 7 Qh3!) 6 Qh6+ (weaker is 6 Qh3 Rg1!) 6 ... Kf7 7 Qg7+ Ke8 8 Qg6+ Kd8 9 Qg8+ Kd7 10 Qg4+! Kd8 (10 ... Ke8 11 Qc8+) 11 Kg7, and we have a position of similar type to the previous one.

Queen and Pawn against Rook and Two Pawns

3.352 Pawns not blockaded

When the pawns are not blockaded the dynamic nature of the play increases, but the chances of the two sides do not improve equally. The additional attacking resources, associated with the possibility of advancing the pawn, create additional difficulties for the defence, whereas the advance of the weaker side's pawns normally leads to the creation of fresh weaknesses. Even so, in a number of cases the weaker side can defend successfully. This applies mainly to positions with central pawns on the 7th and 6th ranks, or on the 6th and 5th ranks.

Henkin, 1962



605. For Black to defend successfully, it is essential that his king should not lose contact with his base e6 pawn.

1 Qf7+ Kd6 (1... Kd8? 2 Kd2! Kc8 3 Qe7 Kb8 4 Qd7 Ka8 5 Qc7—zugzwang—5... Rc4 6 Qd8+ Kb7 7 Qd7+ and 8 Qxe6) **2 Qe8 Rc4 3 Qd8+ Ke5 4 Qf8 Re4.** Draw.

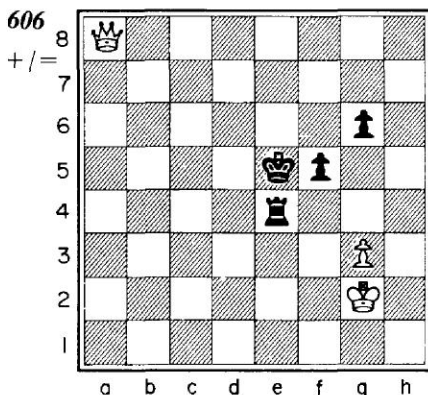
606. Black to move would have played 1... Kf6!, obtaining a position from the previous example. But it is White to move, and Geller, exploiting the fact that the opponent's king has lost contact with the g6 pawn, destroys the coordination of the enemy pieces and drives the king to the edge of the board.

1 Qc6! Rg4 2 Kf3! Kd4 (neither now, nor

Geller–Flohr

Moscow, 1949

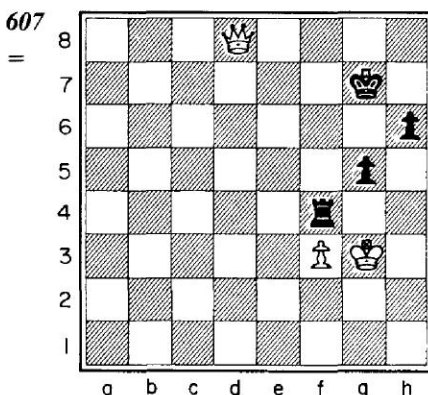
(with colours reversed)



later, can the rook move to g5, since it comes under a double attack) **3 Qd6+ Kc4 4 Kf2! Kc3 5 Qd5 Kb4 6 Qc6 Kb3 7 Qc5 Kb2 8 Qe3! Kc2 9 Kf3! Kb2 10 Qd3 Kc1 11 Qc3+ Kd1** (11... Kb1 12 Ke2 Re4+ 13 Kd2 Rg4 14 Qb3+ Ka1 15 Kc1) **12 Qb2 Re4 13 Qb3+ Kc1** (13... Kd2 14 Qd5+ Ke1 15 Qc6) **14 Kf2** Resigns.

In the event of 14... Rg4 15 Ke2 Re4+ 16 Kd3 Black is mated, while after 14... Kd2 15 Qd5+ Kc2 16 Qc6+ he loses a pawn.

Henkin, 1982



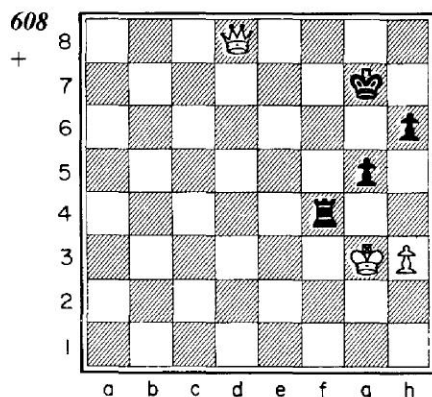
draw for any position of the white king

Queen against Rook

607. Black's only concern is not to allow the queen to reach g8 or h8. Therefore the rook, which guards the squares f6, f7 and f8, should altogether not move from its post. The queen is unable to stalemate the king, which always has squares in reserve: **1 ... Kh7 2 Qe7+ Kg8 3 Kf2 Kh8 4 Ke3 Kg8 5 Qd6 Kg7 6 Qe6** etc. Neither the result, nor the nature of the play, changes if the white king is moved to any free square.

However, wing pawns like to spring all sorts of surprises, and if the f3 pawn is moved to h3 the result changes.

Henkin, 1962



608. In the previous example the rook guarded the f-file and blockaded the pawn from the same square. Here it has to battle on two fronts.

1 Qe8.

Black's task is simpler after **1 Qe7+ Kg6!** (**1 ... Kg8? 2 h4! Rxh4 3 Qf6 Kh7 4 Qf7+ Kh8 5 Qg6—zugzwang—5 ... Rh1 6 Qf6+ Kh7 7 Qf5+ Kg7 8 Qe5+ Kf8 9 Qb8+ and 10 Qb7+**) **2 Kg2? h5!** (**2 ... Kh5? 3 Qe8+ Kh4 4 Qg6 h5 5 Qe6** with inevitable mate, or **2 ... Rf7 3 Qe8 Kg7 4 h4! gxh4 5 Kh3**, winning as in position 387) **3 Qe8+ Kh6 4 Qg8 h4**, with a draw as in example 584.

1 ... Rh4 2 Qe7+ Kg6 3 Qf8 Rf4 4 Qg8+ Kf6.

Here a special feature of play on the edge

of the board is revealed: the king cannot occupy the square in front of the pawn (h5) due to the check at e8.

5 Qh7 Rh4 6 Kh2 Rh5!

An awkward defence, but the only one. In the event of **6 ... Ke5 7 Qf7** the rook would have been tied to its post, and the king would have been driven onto the 1st rank as in the Geller–Flohr game (606). Note that **6 ... g4** is also bad due to **7 Kg3**. But now Black is given the move, and the white king breaks across the barrier.

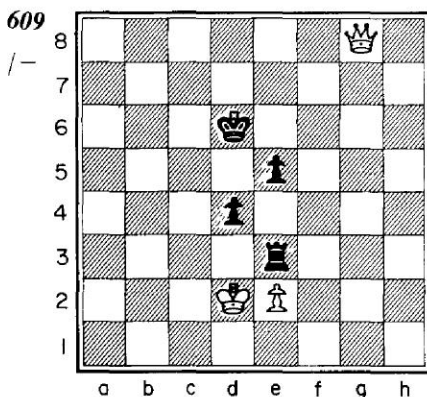
7 Kg2 Rh4 8 Kg3 Rh5 9 Qh8+ Kf7 (otherwise the rook is lost) **10 Kg4 Rh4+ 11 Kf5 Rf4+** (**11 ... Rxh3 12 Qh7+ Ke8 13 Ke6 Re3+ 14 Kd6**) **12 Ke5 Kg6 13 Qg8+ Kh5 14 Qe6!**

The decisive move, the idea of which is revealed in the variation **14 ... Rf2 15 Qg4+ Kg6 16 h4! Rh2 17 h5+! Rxh5 18 Qe6+ Kg7 19 Qf6+**, then **20 Qf7(g6)+** and **21 Qxh5**.

14 ... Rb4 15 Kf6 Rf4+ 16 Kg7, and Black loses both his pawns.

With connected pawns on the 4th and 5th ranks the defence does not hold, since the white pawn is on its initial square, and the threat of advancing it two squares ties the blockading rook to its post.

Henkin, 1960

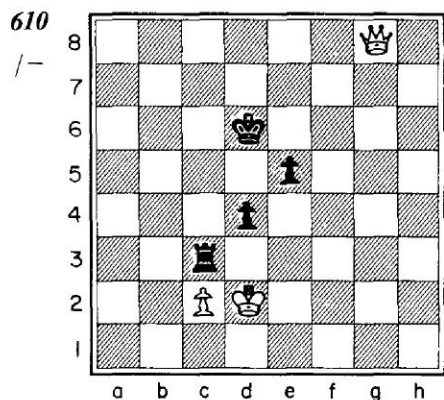


609. Black is in *zugzwang*. His king cannot move away from the pawns, while after **1 ...**

Rc3 2 e4! White wins easily: 2 ... Rc5 3 Qf8+ Kc6 4 Qb8 Rb5 5 Qa7 Rc5 6 Qa6+ Kc7 7 Kd1 Kd7 8 Qb6 etc.

Let us replace the rook at c3 and the white pawn at c2.

Henkin, 1960



610. Here too Black to move is in *zugzwang*. The rook has no safe squares along the 3rd rank, and after 1 ... Ke7 2 Qg6 the situation is unchanged. Therefore he is forced to retreat his rook along the c-file, but this allows the white king to break through.

1 ... Rc6 2 Kd3 Rc3+ 3 Ke4 Re3+ 4 Kf5 Rf3+ 5 Kg4 Rc3 6 Qf7! Re3 7 c4! dxc3 8 Qc4, and White wins.

The attainment of position 610 involves considerable technical difficulties, if in the initial position the black king is moved from d6 to e4.

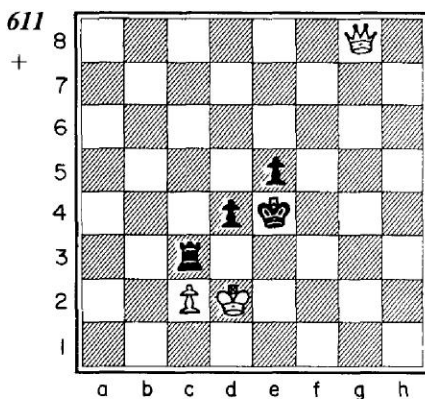
611. 1 Qg4+ Kd5 3 Qg6!

How should Black defend? Bad, for example, is 2 ... Re3 (2 ... Ra3 3 c4+ Kxc4 4 Qe6+, or 2 ... Rf3 3 Qg8+ Ke4 4 Qg4+ Rf4 5 Qg2+ Kf5 6 Kd3) 3 Qg2+ Kc5 (3 ... e4 4 Qg5+ Kc4 5 Qe5) 4 Qg8 Rc3 5 Qe6 Re3 6 c4, and White wins. 2 ... Rc5 also does not work: 3 Qg8+ Kd6 (3 ... Ke4 4 Qa8+ and 5 Qf8+) 4 Kd3, and then as in the previous example.

2 ... Rc7!

Now position 610 cannot be attained with-

Henkin, 1960



out the help of the king: 3 Qg8+ Ke4 4 Qg2+ Kf5 5 Qf3+ Ke6 6 Qg4+ Kd5 etc. The tempting pawn sacrifice 3 c4+ dxc3+ (not 3 ... Kxc4 4 Qe6+, or 3 ... Rxc4 4 Qf7+ Kc5 5 Qe6) 4 Kd3 is justified in the event of 4 ... c2 5 Qg8+ Kd6 6 Qd8+, or 4 ... e4+ 5 Qxe4+ Kd6 6 Qe8! Rc6 7 Qd8+ Ke6 8 Kc2 and wins, but after the correct 4 ... Rc6! 5 Qg8+ Kd6 6 Qd8+ Ke6 7 Kc2 e4 8 Qe8+ Kd6 9 Qxe4 Kc7! we reach the drawn position 362.

Let us consider the attempt to break through with the king on the right wing: 3 Ke2 Rc3 4 Kf2. This appears to succeed, since the rook cannot go to either a3 or e3 due to 5 c4+. But Black finds a defence—4 ... Kc5!, which after 5 Qe6 Rxc2+ 6 Ke1 (6 Kf3 Rc3+ 7 Kg4 Re3) leads to White winning the pawn and ... a theoretical draw after 6 ... d3! 7 Qxe5+ Kc4 (381).

The correct plan for White is to prepare and carry out a breakthrough by his king on the Q-side.

3 Kc1! Rc5.

No better is 3 ... Rc3 4 Kb2 Re3 (4 ... Rf3 5 Qg8+ Ke4 6 Qg4+ Rf4 7 Qe2+ Kd5 8 c4+) 5 Qg2+ Ke6 (5 ... e4 7 Qg5+ Kc4 7 Qe5) 6 c4! dxc3+ 7 Kb3 Kf5 (7 ... Kd6 8 Kc4) 8 Qf2+ Ke4 9 Kc4! Rf3 10 Qe2+ Kf4 11 Kd5 Re3 12 Qf2+ Rf3 13 Qh4+ Ke3 14 Qe1+ Kd3 15 Qd1+! (but not 15 Qe4+ Kd2

16 Qxf3 c2—draw) 15 ... Ke3 16 Qc2, and the black pawns fall one after the other.

4 Kb2 Rc3 5 Qg8+ (giving Black the move) 5 ... Ke4 6 Qg4+ Kd5 (6 ... Ke3 7 Qf5 e4 8 Qd5!, and Black loses material) 7 Qg6.

The rook now has to move off the 3rd rank. The variations arising after 7 ... Re3(f3) are considered in the note to White's 2nd move.

7 ... Rc7 8 Kb3 Rb7+ 9 Ka4 Rc7 (on 9 ... Rb2 the simplest is 10 c4+ Kxc4 11 Qe6+ and 12 Qxe5) 10 Kb5 Rb7+ 11 Ka6 Rc7 12 Kb6 Rc3.

If it were Black to move in this position, he would lose quickly, since his rook cannot move off the c-file due to the mate at c6, while 13 ... Rc8 leads to the loss of the rook: 14 c4+! dxc3 (14 ... Rxc4 15 Qf7+, or 14 ... Kxc4 15 Qe6+) 15 Qd3+ Ke6 16 Qh3+. Therefore White, by threatening to give Black the move, forces a favourable regrouping.

13 Qg2+ Ke6 14 Qg4+ Kd6 15 Qg8!

At last the queen has occupied the strategically important a2–g8 diagonal. In order to attain position 610, White must return his king to d2. Black is unable to prevent this.

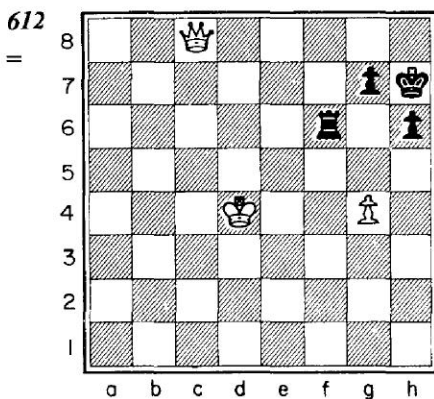
15 ... Rc6+ 16 Kb5 Rc5+ 17 Kb4 Rc3 18 Qf7 Rc6 19 Kb3 Rc3+ 20 Kb2 Rc6 21 Kc1 Rc3 22 Kd2 Rc6 23 Qg8 Rc3 24 Kd1 (for the last time Black is given the move) 24 ... Rc5 25 Ke1 Rc6 26 Qd8+ Ke6 27 Qe8+ Kd6 28 Kd2! Rc3 (29 Kd3 was threatened) 29 Qg8!, and we reach position 610.

We will now consider the methods of attack and defence in positions with rook's pawn and knight's pawn, or knight's pawn and bishop's pawn, in which the rook occupies different defensive lines.

612. As in example 581, the draw is achieved without any trouble, since the rook cannot be driven off the f-file, and the exchange of pawns after g4–g5 leads to the drawn position 438.

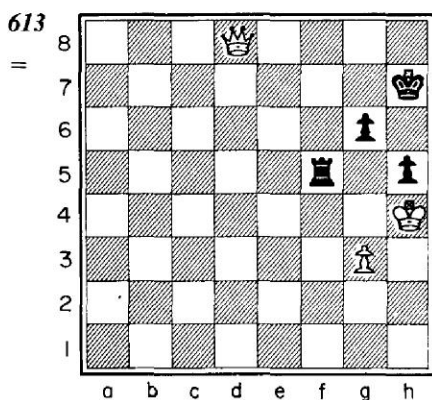
If the position is moved one or two ranks down the board the assessment and defensive method do not change, since in these cases

Henkin, 1962



draw for any position of the white king too the exchange of the g-pawn for the h-pawn does not win (402). But with the white king on the h-file Black has to be aware of certain dangers, which, however, are easily avoided.

Henkin, 1962



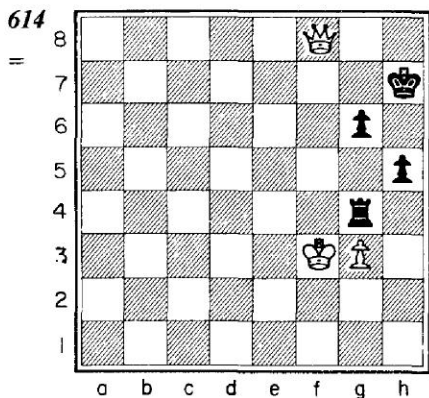
613. 1 Qd7+.

Where should the king move to? 1 ... Kh6 complicates the defence, while if 1 ... Kh8, then 2 Qxf5! gxf5 3 Kxh5 Kg7 (3 ... Kh7 4 Kg5 f4 5 Kxf4) 4 Kg5 f4 5 gxf4, and in the pawn ending White has the opposition.

1 ... Kg8! is correct, when 2 Qxf5 gxf5 3 Kxh5 does not work due to 3 ... Kf7 etc.

Queen and Pawn against Rook and Two Pawns

Henkin, 1962



614. Black's task is not to allow the enemy king across the 4th rank.

1 Qf7+ Kh6 (1 ... Kh8? 2 Kf2—zugzwang) **2 Qg8 Kg5.**

Any move by the rook leads to its loss: 2 ... Ra4 3 Qh8+ Kg5 4 Qd8+ Kh6 5 Qd2+ Kh7 6 Qd7+ and 7 Qxa4.

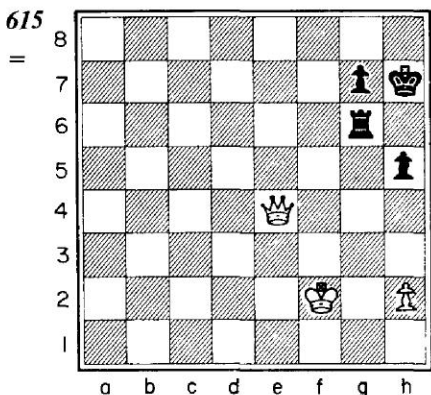
3 Qf8 Rc4! 4 Qg7 Rg4. Draw.

The following position was overlooked by Tal.

Sveshnikov-Tal

Minsk, 1979

(variation from the game)

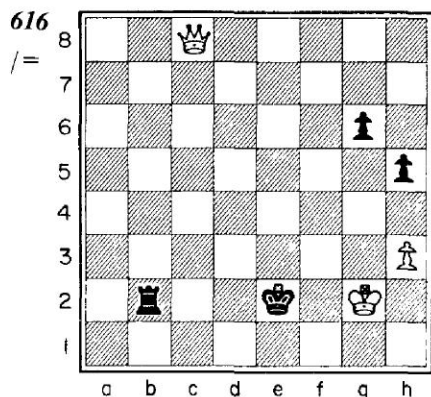


615. Without the pawn at h5 White would win the rook or give mate. But here Black's

position is impregnable, and after **1 Ke2 Kh6 2 Qf5** he does not even have to worry about his pawn, since **2 ... Kh7 3 Qxh5+ Rh6** leads to a draw as in example 538.

The following study concludes in an unexpected positional draw.

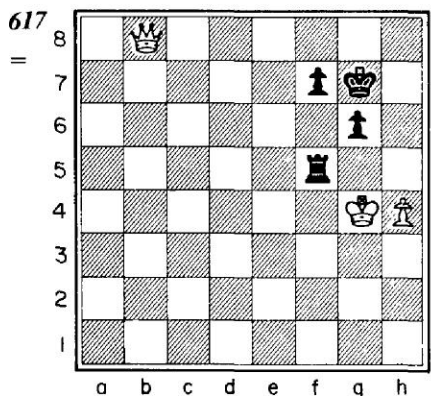
Zakhodyakin, 1949



616. 1 ... Ke3+ 2 Kg3 (2 Kf1 Rb1+ 3 Kg2 Rb2+ etc.) **2 ... h4+! 3 Kxh4** (3 Kg4 Rg2+) **3 ... Rg2!**

A curious position has arisen, where White cannot help out his king: 4 Qf8 Ke2 5 Qf4 Rg1 6 Qh2+ Kf1 7 Qd2 Rg2 8 Qe3 Rg1 9 Qf3+ Ke1, and he is unable to give Black the move.

There are a variety of methods of attack and defence in positions where Black has a knight's pawn and bishop's pawn.

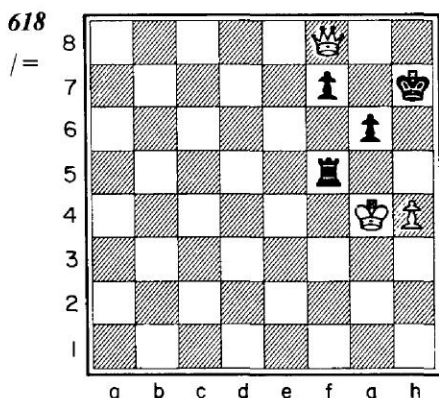


Queen against Rook

617. Here, as well as in analogous situations, the rook defends successfully by manoeuvring between f5 and h5.

With the queen at f8 the defence is complicated by the threat of the h-pawn advancing.

Henkin, 1982



618. White wishes to play 2 h5 Rxf5 (otherwise 3 h6) 3 Qxf7+ Kh6 4 Qg8, with a win as in example 401. The rook has to move from f5.

1 ... Rf1 2 h5.

Nevertheless, since there will not be a more favourable situation for this breakthrough, e.g. 2 Qe8(e7) Kg7 3 Qe5+ Kg8 4 h5 gxh5+ 5 Kxh5 Rg1 and 6 ... Rg6 (438), or 2 Qd8 Rf5, and the queen must return to f8.

2 ... gxh5+ 3 Kg5!

The king does not take the pawn, hoping to use it as a screen against checks from below. If 3 Kxh5, then 3 ... Rf6 with a draw as in example 451. Now Black has to be extra careful, since dangers are lurking everywhere:

(a) 3 ... Rf2 4 Qc5! Rf3 5 Qd5 Rf2 6 Qd4 Rg2+ 7 Kf6 Rg7 8 Qd8 h4 9 Qf8, and the presence of the h-pawn excludes stalemating combinations.

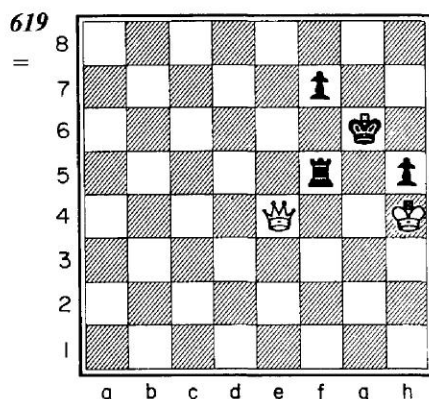
(b) 3 ... Rf3 4 Qa8! Rf1 5 Qe4+ Kh8 (5 ... Kg8 6 Qg2!) 6 Qd4+ (6 Qg2 and 7 Kf6 is also possible) 6 ... Kg8 7 Kh6, and mates.

(c) 3 ... h4 4 Qa3! Rg1+ 5 Kf6 Rf1+ 6 Ke7 Kg8 7 Qa8+ Kh7 8 Qe4+ etc., winning the rook.

3 ... Rg1+ 4 Kh4 Rh1+ (4 ... Rg4+ 5 Kxh5 Rg7 6 Qe8) 5 Kg3 Rf1 6 Qc5 Kg8 7 Kh4! Rf6!

Again the best move. 7 ... Re1 loses to 8 Qc8+ Kh7 (8 ... Kg7 9 Qc3+) 9 Kg5 Re6 10 Qf8 Rg6+ 11 Kf5 Rg7 12 Kf6.

8 Qc8+ Kg7! 9 Qc3 (otherwise 9 ... Rg6) 9 ... Kg6 10 Qd3+ Kg7 11 Qd4 Kg6 12 Qe4+ Rf5! (619).



619. A remarkable fortress, which White can destroy only if he does not allow the drawn position 438.

13 Qd3 Kf6 14 Qd4+ Kg6 15 Qh8 Rf4+ 16 Kh3 Rf5 17 Kg3 Rf6! 18 Kg2 Rf5 19 Qd4 Kh7 20 Kh3 Kg6 21 Kh4 Kh7 22 Qe4 Kg6 23 Qd3 Kf6 24 Qg3 Ke6 25 Qc3 Ke7 26 Qd4.

It is dangerous to continue playing 'cat-and-mouse' (26 ... Ke6 27 Qd8), but Black can now force a draw.

26 ... Rf6!, and the unavoidable ... Re6 gives a draw, as in position 438.

Let us replace the white king at e4.

620. After 1 ... Rf1 2 h5 gxh5 White can transpose into the previous example: 3 Ke5 Re1+ 4 Kf6 Rf1+ 5 Kg5 Rg1+ etc.

Let us try a different possibility: 3 Qd8 (3 Qd6 Re1+ 4 Kf5 Rf1+ 5 Kg5 Rg1+ 6 Kh4 Rg4+! 7 Kxh5 Rg6 8 Qf8 Rf6—451) 3 ... Kg7 4 Qg5+ (4 Qd4+ Rf6!—452) 4 ... Kf8 5 Kd5 Re1!

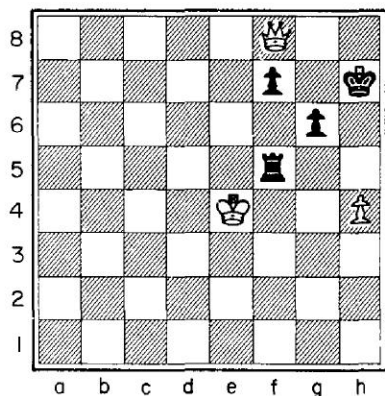
White wins only if its king succeeds not only in penetrating into the enemy rear, but also in

Queen and Pawn against Rook and Two Pawns

Henkin, 1982

620

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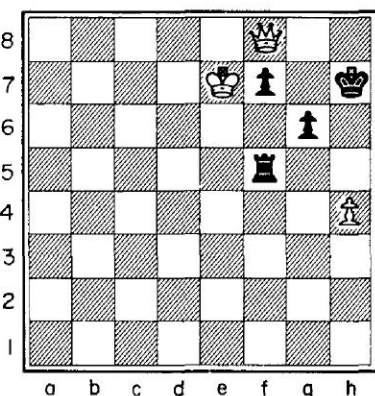


establishing itself at d7 or e7.

Henkin, 1982

621

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621. This position could have arisen from the previous one after 1 ... Rf6 2 Ke5 Rf5 + 3 Kd6 Rf6 + 4 Ke7 Rf5.

Direct play for the win of the f-pawn leads to a surprising drawn position: 1 h5 Rxh5! (not 1 ... gxh5? 2 Qc8 and 3 Kf8) 2 Qxf7 + Kh8!!, and now the variation 3 Qxg6 Rh7 +! 4 Ke6 Re7 + ends as in example 305, while 3 Ke6(d6) Rf5! 4 Qxg6 Re5(d5) + leads to Prokes's study (307).

Correct is 1 Qc8 Kg7 2 Qb8!, and only after 2 ... Rf1 3 Qe5 + Kg8 does there follow 4 h5!

Rf5 5 Qb8 + Kh7 (5 ... Kg7 6 Qf8 + Kh7 7 h6) 6 Kf8 Kh6 (6 ... Rxh5 7 Qb2! Kh6 8 Qg7 + Kg5 9 Kxf7) 7 hxg6 fxg6 + 8 Kg8, and White wins.

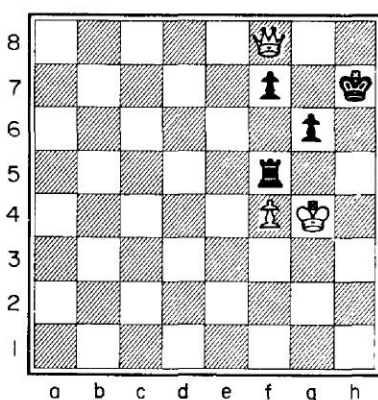
If positions 617–621 are moved one rank down the board, White wins either by the simple exchange of pawns, or by a by-passing breakthrough of his king into the enemy rear.

In positions of this type a white bishop's pawn is less of a danger than a rook's pawn.

Henkin, 1982

622

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622. The rook's convenient post allows it to carry out several functions simultaneously: guarding the f-pawn, blockading the enemy pawn, threatening a possible capture, and holding the 5th rank. If the queen moves from f8, the king occupies g7, whereas the white king cannot even cross the f-file. For example: 1 Kf3 g5 2 Kg4 Rxf4 + 3 Kh5 (3 Kxg5 Rf6!—451) 3 ... Rf6! 4 Qe7 Rh6 + 5 Kxg5 Rg6 + and 6 ... Kg7 (438).

With Black to move: 1 ... Rf6 2 Kf3 g5 3 Ke4 Rxf4 + 4 Ke5 Kg6 etc.

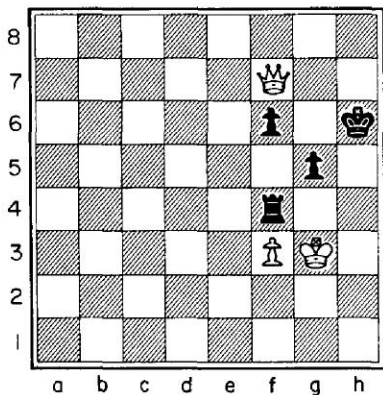
With the king at e4 the situation is unchanged, since the king is tied to the defence of the pawn: 1 ... Rf6 2 Ke5 Rf5 + 3 Kd6 Rxf4 4 Qa8 Kg7 5 Ke7 Rf1, and Black is out of danger.

Moving the initial position one rank down the board also leads to a draw.

Henkin, 1982

623

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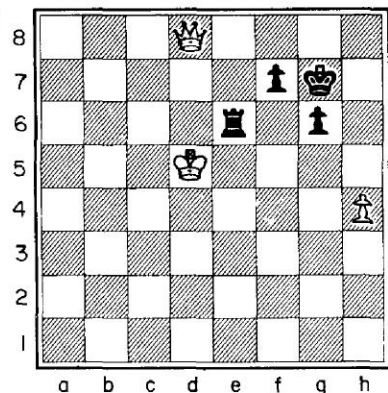


623. After 1 Kf2 Black, however, should not play 1 ... g4? 2 Kg3 Rxf3+ 3 Kxg4, when White wins, but should calmly continue 1 ... Rf5 2 Ke2 Rf4 3 Ke3 Rf5 4 Ke4 Rf4+, so as after 5 Kd5 to capture the enemy pawn while retaining his own.

Henkin, 1982

624

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draw for any position of the white king

624. Everything rests on the constant threat of attaining a theoretical draw by 1 ... g5! 2 hxg5 Rg6 (532), or 2 Qxg5+ Kh7 (548). This advance can be prevented only by 1 Qg5, but then 1 ... Kh7 (otherwise 2 h5) 2 Kc5 Kh8!, and White's position cannot be strengthened.

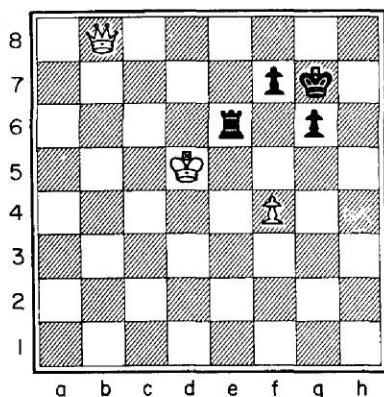
With the king at g5 the invasion at h6 does not have to be feared (say, after 1 Qd4+ Kg8), since it is parried by 2 ... g5+.

With the king at d7, 1 ... g5? no longer works due to 2 hxg5 with a win (531), but instead Black has 1 ... Ra6 2 Kc7 Re6 3 Kb7 Re1 4 Qg5 (threatening 5 h5) 4 ... Kf8! 5 Kc7 Re6 6 Kd7 Re2! (the rook must choose its squares carefully, to avoid double attacks) 7 h5 gxh5 8 Qxh5 Re7+ 9 Kd6 Re6+ 10 Kd5 Kg7(e7), with a draw.

Henkin, 1962

625

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draw for any position of the white king

625. The rook maintains a secure defence by manoeuvring either on the 6th rank, or on the e-file. After 1 Qb2+ Kg8 2 Qg2 Kg7 3 Qg5 White is not yet threatening to advance his pawn (4 f5 Rf6), but in the event of 3 ... Kg8 this move is highly unpleasant. Therefore it is best prevented by 3 ... Kh7 4 Kd4 Rd6+ 5 Kc5 Re6 6 Kd5 Kh8!

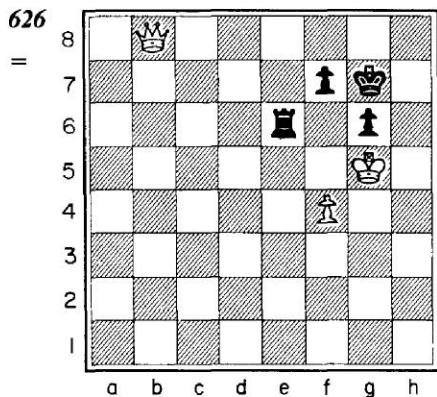
Play is more tense with the king at g5.

626. 1 Qb2+ Kh7 2 Qc3.

The position has become critical. 2 ... Kg8 is not possible due to 3 Kh6, on 2 ... Re2 there follows 3 Kf6, and if 2 ... Re4 3 Qf6 Kg8 4 Kh6. 2 ... Re8 also does not work: 3 Kf6 Kg8 4 Qc4! Re6+ (4 ... Rf8 5 Qd5 Kh7 6 Qh1+ and 7 Qh6) 5 Qxe6! fxe6 6 Kxg6 Kf8 7 Kf6 etc.

Henkin, 1962

Henkin, 1962



Let us consider moving the rook along the rank: 2 ... Rb6(d6) 3 Qc7! Rb5(d5)+ 4 Kf6 Rf5+ 5 Ke7 Kg8 6 Qb8+ Kg7 7 Qb2+ Kg8 8 Qd4!—zugzwang (8 ... Kh7 9 Kf8, or 8 ... Rh5 9 Qd8+ Kg7 10 Qf8+ and 11 Qxf7+).

There remains only one move—2 ... Ra6!, and it is this that leads to a draw: 3 Qc8 (3 Qc4 Re6) 3 ... Ra5+! 4 Kf6 Rf5+ 5 Ke7 Rxf4.

This is what is different from the previous variations—the queen is not defending the f4 pawn. With the rook at a6 it could not in fact do this, while simultaneously attacking the king, and also f8 or f7.

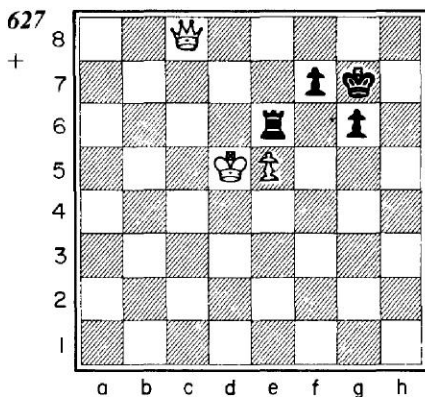
6 Kf8 g5, and Black gains a draw.

If the initial position is moved down the board, White wins, irrespective of the position of his king, by exchanging pawns.

The rook is less well placed in the following example.

627. 1 Qd8 Ra6 2 Qd6! Ra8 3 Qc6 (preventing 3 ... Re8) 3 ... Ra1 (if 3 ... Rb8, then 4 Qf6+ Kg8 5 e6 fxe6+ 6 Qxe6+ Kh7 7 Qf7+ Kh6 8 Qf4+, or 7 ... Kh8 8 Qxg6) 4 Qf6+ Kg8 5 Kc5! (this is stronger than 5 e6 fxe6+ 6 Qxe6+ Kh7, when the win is still technically difficult) 5 ... Re1 6 Kd6 Ra1 7 Kc7 Re1 8 Kd8 Ra1 9 e6 Ra8+ 10 Kc7 fxe6 11 Qxg6+ and 12 Qxe6.

If it is Black to move, the attempt to divert the queen by 1 ... g5 (2 Qc4? Kf8!) does not



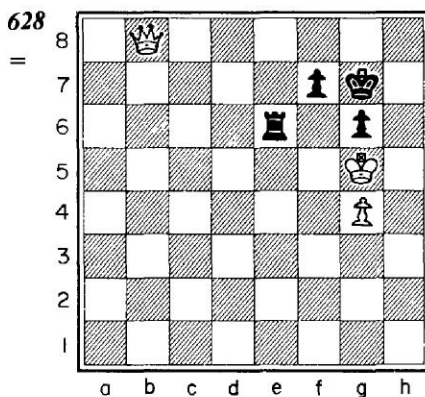
with the black king at e7—draw

work due to 2 Ke4! g4 3 Kf4 Rg6 (3 ... g3 4 Kxg3 Rxe5 5 Qc3 f6—408) 4 Kg3—zugzwang (4 ... Rg5 5 e6).

Moving the initial position to the left does not change the assessment. But if the king is replaced at e7, Black draws by sacrificing his g-pawn, as in example 532.

It remains for us to examine one further type of position.

Henkin, 1966

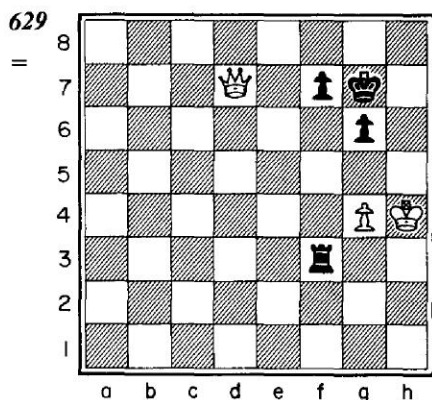


628. Here the draw is conditional upon the fact that any move of the white king (to f4, h4 or h6 in the event of 1 Qb2+ Kg8) leads after

Queen against Rook

... g5+! to the drawn position 532. The rook occupies free squares only on the 6th rank, and if the queen moves off the back rank, reserve moves for the black king become possible.

Burkhanov-Alekseyev
Moscow, 1960



629. Black's basic task is to reach the 6th rank with his rook, attaining the previous position or position 589 (in the event of g4-g5) with the white king inside the zone. If White prevents this transference, Black must manoeuvre with his rook so that, each time the king is threatening to invade at h6, it can be driven away by a check from the rear.

1 Qd5 Rf1.

1 ... Ra3 (intending 2 ... Ra6) is safer: 2 Qe5+ Kg8 3 Qc5 Rf3 4 Kg5 Kg7 5 Qe7 (Black was threatening 5 ... f6+ 6 Kh4 g5+ 7 Kh5 Rh3 mate!) 5 ... Rb3 etc. In general it is more favourable to keep the rook on the 3rd rank, since the h3 square, from which the breakthrough of the king at h6 can be parried, cannot be attacked by the queen from afar.

2 Qd3.

If 2 Kg3, Black forces a draw by 2 ... Rf6! 3 Qe5 g5 4 Qxg5+ (otherwise ... Kg6-g7 etc.) 4 ... Rg6 (532). But now the rook is forced off the f-file, since 2 ... Rf4 is bad due to 3 Kg5 Ra4 4 Qc3+ Kg8(h7) 5 Kh6(f6).

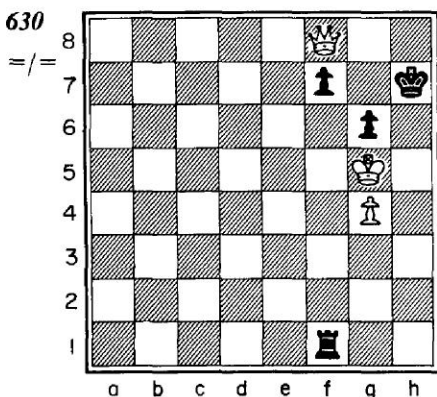
2 ... Rh1+ (2 ... Rcl is better) 3 Kg5.

Here the game was cut short and sent for adjudication. White is threatening to invade with his king: 4 Qc3+ Kf8 (4 ... Kg8 5 Kf6 Rf1+ 6 Ke7) 5 Qf3! Ra1 (5 ... Rh2 6 Qf4 Rh1 7 Kf6 Rb1 8 Qh6+) 6 Kh6 Ra2 7 Qf4 Rb2 8 Qd6+ etc.

A defence can nevertheless be found: 3 ... **Rc1!** 4 Qd4+ Kg8 5 Qe3 (5 Qd5 Kg7! 6 Qg2 Re1) 5 ... Rf1 6 Qd2 Kg7, and White cannot achieve anything.

Even the occupation of f8 does not always bring a win.

Henkin, 1982



630. If it is Black to move, he transposes into the drawn position 594: 1 ... f6+ 2 Kh4 g5+ 3 Kg3 Rf4.

If it is White to move, an interesting draw results from 1 Qh6+ Kg8 2 Qh3 Re1! 3 Kh6, and now not 3 ... Re6? 4 g5!, but 3 ... g5! followed by the unavoidable 4 ... Re6(+) etc. After other continuations, e.g. 1 Kh4 Rf3, the queen again cannot be maintained at f8, and after 2 Qe8 Kg7 a position from the previous example is reached.

Note that if in the initial position the rook is at f2 or f3, White wins: 1 Qh6+ Kg8 2 Qh4(h1) Re2 (2 ... Rd2 3 Kh6 Rd6 4 Qe7) 3 Kh6 etc.

3.6 ENDINGS WITH SEVERAL PAWNS

The methods of attack and defence in this group of endings are in the main similar to those examined earlier. But there are also differences. Although the mutual increase in material potential is normally favourable to the side with the queen, in certain cases the rook and pawns are able to obtain strong counter-play. We will consider three basic types of position:

- (1) The weaker side defends passively.
- (2) The weaker side has counter-play.
- (3) Exceptional positions.

3.61 Fortress, siege and pawn storm

In the process of realizing his advantage, the stronger side frequently encounters obstacles in the form of various types of fortresses. The task of the side with the queen normally reduces to seizing the rear squares, depriving the rook of its strong points, and invading the enemy position with the king. The implementation of these aims disorganizes the opponent's defences, and leads, as a consequence, to gain of material or a mating finish. The outcome depends on how successfully the weaker side can oppose this plan.

Of greatest interest are endings with queen and two pawns against rook and three, the pawns all being on one wing. Such endings occur comparatively often in practice. Their assessment depends mainly on the pawn structure.

We will first consider some examples with fixed rooks' pawns. It should be mentioned straight away that these cases are favourable to the defence.

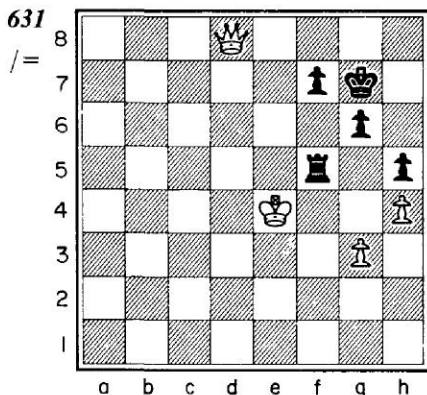
631. 1... Rf1.

1... Rb5 is also possible, but not 1... f6? 2 Qe7+ Kg8 3 Kd4, when the white king breaks into the enemy rear.

2 Qd4+.

Otherwise it is impossible to ensure the passage of the king, due to the rook's attack

Henkin, 1982



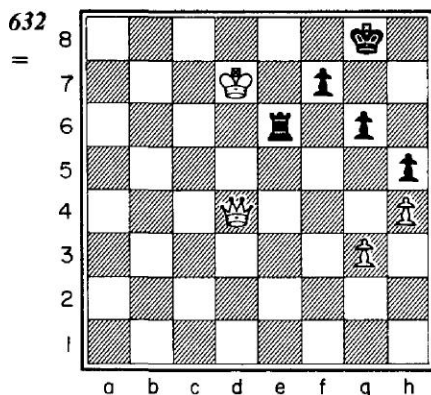
from below. If the queen moves off the 8th rank without check, the rook returns to f5, and the black king acquires waiting moves.

2... Kg8 3 Ke5 Re1+ 4 Kf6 Rf1+ 5 Ke7.

After 5 Kg5? Kh7 (threatening 6... f6+) 6 Qd7 Kg7! (not 6... Rf5+? 7 Qxf5 gxf5 8 Kxf5 with a won pawn ending) it is now White who has to concern himself over forcing a draw: 7 g4 hxg4 8 Kxg4 (617).

5... Re1+ 6 Kd7 Re6! (632).

Henkin, 1982

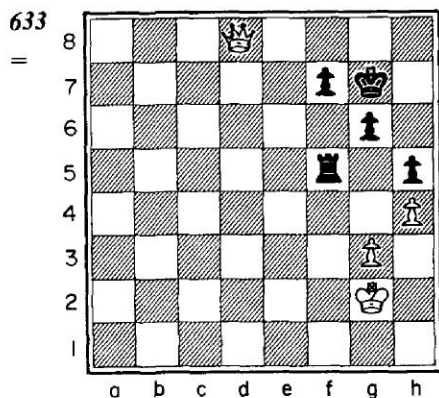


632. The basic fortress of this type of ending. The white king cannot break through to the pawns, and the rook guards the e-file, manoeuvring on free squares. If there should be no such squares (e.g. with the queen at c4),

Queen against Rook

reserve moves are acquired by the king. The queen sacrifice on e6 leads to a drawn pawn ending, and the exchange of pawns (**1 g4 hxg4 2 Qxg4 Kh7**) to the drawn position 624.

Henkin, 1982



633. Here it is not even necessary to allow the king into the centre. Although with Black to move it appears that his rook has to move off the f-file (1 ... Rf6? 2 Qd4), he can without fear concede the f8 square to the queen: **1 ... Kh7 2 Qf8 Rf6 3 g4** (there is no other active plan) **3 ... hxg4 4 Kg3** (or **4 h5 gxh5 5 Kg3 Rf5 6 Kh4 g3! 7 Kxg3 Kg6** with a draw, as in example 619) **4 ... Rf5 5 Kxg4 Rf1**, and we reach the drawn position 618.

Now let us see what dangers face the side with the rook if he defends uncertainly.

634. 1 ... Ra5 2 Kf3 Ra6?

This switching to defence along the 6th rank is premature. Until White declares his intentions, the rook should remain either on the 5th rank, or on the f-file, to parry the breakthrough of the king both via e5, and via g5. Correct, as we already know, is **2 ... Rf5 + 3 Ke4 Ra5** (or **3 ... Rf1**). And only if the white king is already on the d-file should the rook aim for e6, to achieve the drawn position 632.

3 Qe5 + Kh7 4 Kf4.

Now Black is unable to prevent the king's invasion, e.g. **4 ... Kg8 5 Qb8 + Kg7 6**

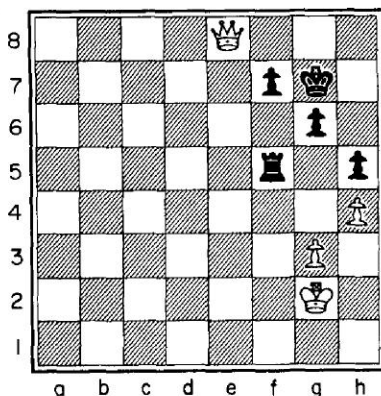
Belyavsky-Dorfman

Lvov, 1978

(with colours reversed)

634

B



Qb2 + Kh7 7 Kg5! (7 **Qb7? Rf6 + 8 Ke5 Re6 + 9 Kd5 Kg7**—draw) **7 ... Ra5 + 8 Kf6 Rf5 + 9 Ke7.**

The best defence is **4 ... Ra3!**, but even it does not save the draw, although it sets White very difficult problems: **5 Qc3** (5 **Kg5? Rf2!**) **5 ... Rf2 +** (5 ... **Re2 6 Qf3!** and **7 Kg5**) **6 Ke5 Kg8! 7 Qd3!** (7 **Kd6? Re2!** and **8 ... Re6**) **7 ... Kg7** (7 ... **Rf5 + 8 Qxf5**, or **7 ... Kh7 8 Kd6**; but now on **8 Kd6** there follows **8 ... Rf6 +** and **9 ... Re6**, while if **8 Qe3 Rf5 +**) **8 Qd4! Rf1 9 Kd6 + Kg8 10 Qc3! Rf2!** (the rook again threatens to go to e2, and the queen must simultaneously control the e-file and f6) **11 Qe5! Rf5.**

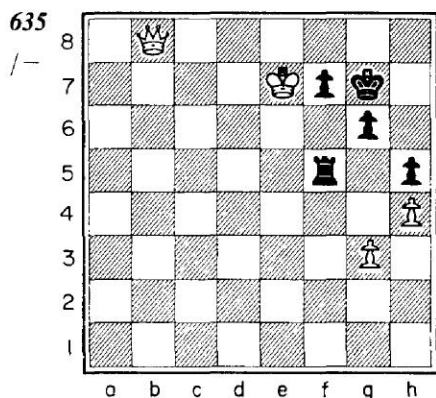
The alternative is **11 ... Ra2**, but then comes **12 Qb5!**, when the rook has no good square. If **12 ... Ra3** or **12 ... Ra1**, then **13 Qb8 +**, while after **12 ... Kg7 13 Qc4! Ra3 14 Qd4 + Kg8 15 Ke7 Rxd3 16 Qd8 + Kh7** White does not play **17 Kxg7? Rf3 + 18 Ke6 Rg5**—draw (583), but rather **17 Kf8! Rb3** (17 ... **Ra3 18 Qd4**) **18 Qc7 Rf3 19 Qe5.**

12 Qe7 Kg7 (12 ... **Rf1 13 Qe8 + Kh7 14 Qe5! Rf5 15 Qc3 Kg8 16 Ke7**) **13 Kd7 Ra5 14 Qe3! Rb5** (14 ... **Ra6 15 Qc3 + Kh7 16 Ke7**) **15 Qd4 + Kg8 16 Ke7 Rb7 + 17 Kf6**, and White achieves his aim.

4 ... Re6 5 Qd4 Kg8 (5 ... **Re1 6 Qf2!**, or **5**

... Re2 6 Kg5) 6 Kg5 Kh7 (otherwise 7 Kh6)
7 Qc3! (zugzwang) 7 ... Ra6 (7 ... Rd6 or 7 ... Rb6—8 Qc7) 8 Qc8! Re6 9 Qf8 Re5+ 10 Kf6 Rf5+ 11 Ke7 Re5+ 12 Kd6 Rf5 13 Qb8 Kg7 14 Ke7 (635).

Henkin, 1966



635. Here Dorfman blundered: 14 ... Rf3?, and after 15 Qf8+ Kh7 16 Qa8! he resigned, thus depriving Belyavsky of the possibility of carrying out a subtle manoeuvre to seize f8 for his king.

1 ... Rf1 2 Qb2+ Kg8 3 Qc3! Rf5 4 Qa1! Rf2.

The only move. The rook cannot leave the f-pawn undefended, and on the f-file only this square is available. But it is precisely here that White wishes to entice the rook.

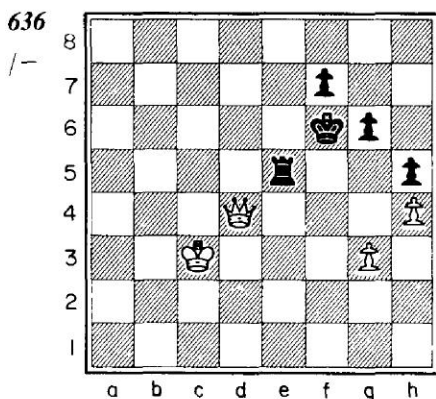
5 Qa8+ Kg7 6 Qf8+ Kh7 7 Qd8! Rf5 (the king cannot go to g7 because of 8 Qd4+) **8 Kf8**, and White wins.

Let us return to the initial position of example 631. Instead of 1 ... Rf1 Black could have continued 1 ... Rb5 2 Kd4 Rf5 3 Kc4. But here 3 ... Rf1 is now essential, since the attempt to establish the rook on the 5th rank—3 ... Re5 4 Qd4 Kf6 5 Kc3!—leads to a loss.

636. 1 ... Ke6.

Play concludes with a pretty zugzwang position in the event of 1 ... Kf5 2 Qd6! Re1

Klein–Svensen
correspondence, 1968/69



3 Kc2! Re2+ 4 Kd1 Re5 5 Kd2: (a) 5 ... Re6 6 Qf4 mate; (b) 5 ... Re8 6 Qd7+; (c) 5 ... Re4 6 Qd5+; (d) 5 ... Ra5 6 Qd7+; (e) 5 ... Ke4 6 Qd3 mate; (f) 5 ... f6 6 Qd7+ Re6 7 Kd3 Ke5 8 Qd4+ Kf5 9 Qf4 mate.

2 Qd8! Rd5 (2 ... Rf5 3 Kd4 Rf2 4 Qe8+ Kd6 5 Kc4! Rf5 6 Kb4 Kc7 7 Qe7+ Kc6 8 Qd8 Rb5+ 9 Kc4 Rc5+ 10 Kd4 Rf5 11 Ke4, and there is no defence against 12 Qc8+ Kd6 13 Qxf5 gxf5+ 14 Kxf5 etc.) **3 Qe8+ Kf6 4 Qc6+ Ke5 5 Kc4 Rd1 6 Qf3! Rd7 7 Kc5 Ke6 8 Kc6 Rd6+ (8 ... Rd8 9 Qe3+ and 10 Qg5+) 9 Kc7 Rd7+ 10 Kc8 Rd6 (10 ... Re7 11 Kd8) 11 Qe4+ Kf6 12 Qf4+ Ke6 13 Qb4! Ke5 (13 ... Rd5 14 Qc4) 14 Kc7 Rf6 15 Qe7+ Kf5 16 Qe3** Resigns.

We will examine one more blockaded position.

637. Such a configuration is unfavourable to the weaker side, since his rear is exposed and his base g6 pawn is a constant source of concern.

1 Qf8+ Ke5 2 Kf3 Kd4 3 Qd8+.

White's aim is to take his king to g5, but this short path must first be safeguarded. Thus the immediate 3 Kf4 Re4+ 4 Kg5? Rg4+ 5 Kf6 would have led to a draw after 5 ... Ke3.

3 ... Ke5.

In the event of 3 ... Kc5 the white king can

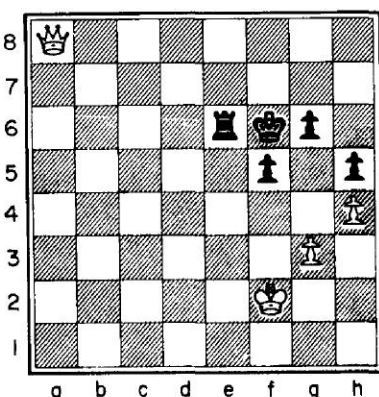
Visier–Stein

Nice Olympiad, 1974

(with reversed colours and flanks)

637

+



now advance: 4 Kf4 Re4+ 5 Kg5 Rg4+ 6 Kh6 Kc4 7 Qg8+ Kd4 8 Qxg6 Rxg6+ 9 Kxg6 Ke4 10 Kg5! (10 Kxh5? Kf3 with a draw) 10 ... Kf3 11 Kxf5 Kxg3 12 Kg5 etc.

4 Ke3! Rd6 (4 ... Rc6 5 Qd4+ Ke6 6 Kf4) 5 Qb8 Ke6 6 Qb3+ Ke7 (6 ... Kf6 7 Qc3+ and 8 Kf4) 7 Qb4 Ke6.

Note how the queen constantly pesters the rook, forcing the enemy king to mark time around its only piece. Now the path to the g6 pawn is free.

8 Kf4 Kd7 9 Qb5+ Ke6 10 Kg5 Ke7 11 Qe5+ Re6 12 Qc7+.

White could have gone into the pawn ending (12 Qxe6+ Kxe6 13 Kxg6), but he prefers to retain his queen.

12 ... Ke8 13 Kh6 Re4 (this is not even an oversight, but an admission of the inevitable: 13 ... Kf8 14 Qd7, or 13 ... Rf6 14 Kg7) 14 Kxg6 Resigns.

In positions of this type the weaker side also loses when his rook and king occupy traditional defensive positions.

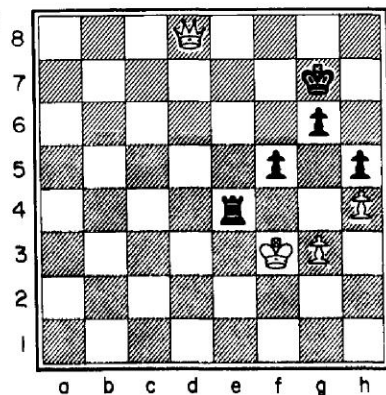
638. The winning method consists of gradually driving back the king and stalemating it in the corner. We have already met this procedure in the analysis of positions 490 and 606.

1 Qd7+ Kf6.

Henkin, 1982

638

+



Things quickly come to a head after 1 ... Kg8 2 Qc7 Rg4 3 Qe7 Re4 4 Qf6 Rg4 5 Kf2 Kh7 6 Qf7+ Kh8 (6 ... Kh6 7 Qg8) 7 Kf3.

2 Qh7 Rg4 (2 ... Re8 3 Kf2) 3 Qg8 Re4 4 Qf8+ Ke6 5 Qg7 Rg4 6 Kf2 (now the rook is tied to the defence of the pawn, and the king is left to its own devices) 6 ... Kd6 7 Qf6+ Kd5.

After 7 ... Kd7 8 Kf3 the king is driven to a8: 8 ... Kc7 9 Qe6 Kb7 10 Qd6 Ka7 11 Qc6 Kb8 12 Qd7 Ka8 13 Qc7—zugzwang.

8 Qe7 Kd4 (8 ... Re4 9 Qf7+ Re6 10 Kf3) 9 Qe6 Kc5 10 Qe5+ Kc4 (10 ... Kc6 11 Kf3, and then as in the note to Black's 7th move) 11 Qd6 Kc3 12 Qd5 Re4.

The rook tries to halt the king's fatal journey, exploiting the fact that for the moment the g6 pawn is not threatened (13 Qe5+ or 13 Qa5+—13 ... Kc2). If immediately 12 ... Kc2, then 13 Qc5+ Kd3 (13 ... Kb2 14 Qe3) 14 Kf3 etc.

13 Ke3! Rg4.

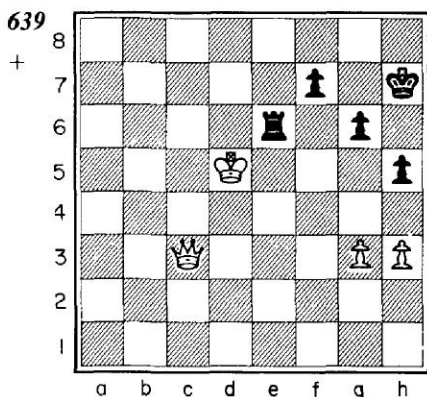
The rook has to return, since the pawn ending is lost: 13 ... Re4+ 14 Qxe4 fxe4 15 Kxe4 Kd2 16 Kf4 Ke2 17 Kg5 Kf3 18 Kxg6 Kxg3 19 Kxh5 etc.

14 Qc5+ Kb3 15 Kd2! Rxg3 (15 ... Ka2 16 Kc2; 15 ... Kb2 16 Qc3+; 15 ... Rb4 16 Qc3+ Ka4 17 Qc6+ and 18 Qxg6) 16 Qd5+ Ka4 17 Qa8+, 18 Qb8+ and 19 Qxg3.

With mobile pawn chains the stronger

side's chances are improved, since he gains the possibility of varying the advance of his pawns according to circumstances.

Henkin, 1966



639. White will transpose into position 589. However, the attempt to obtain it directly by 1 g4? is refuted by 1 ... hxc4 2 hxc4 g5! (532). Therefore, before starting to advance his pawns, he must break across the 6th rank with his king.

1 Kc5 Kg8 2 Qd4 Kh7 3 Qd8 Kg7 4 Kb5.

Zugzwang. Now 4 ... Kh7 5 Qf8 is bad for Black, as is 4 ... Rf6 5 Qd4 g5 6 Qd8! Rg6 7 Kc5, when he is unable to disentangle his group of pieces (7 ... g4 8 h4, or 7 ... h4 8 g4). If 4 ... Re4 5 Kc6 Rc4+ 6 Kd5 Rc3, then 7 Qb8 Rd3+ 8 Ke4 Rd1 9 Qb2+ Kg8 10 Qc3 Rd6 11 Ke5 Re6+ 12 Kf4 Kh7 13 Kg5.

4 ... Re1 5 Qd4+ Kg8 6 Kc6 Re6+ (6 ... Rh1 7 Kd7! Rxh3 8 Ke7 Rxc3 9 Qf4 Ra3 10 Qxf7+ Kh8 11 Qxc6) 7 Kd7 Re1.

With the white pawn at h4 (632) this position was drawn. But here the mobility of the pawn chain acquires decisive significance.

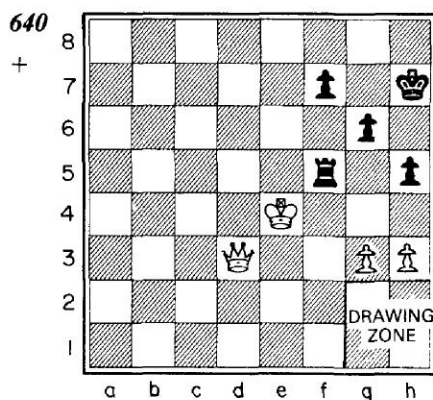
8 g4! hxc4 9 hxc4 Re6 (9 ... g5 10 Qd2 Re6 11 Qxc5+ — 535) 10 g5!, and White wins as in example 589.

640. This position too (in contrast to 634) is won, thanks to the mobility of the pawns.

1 g4 hxc4 2 hxc4 Rg5.

Korchnoi-Sakharov

Kiev, 1964/65



with the white king inside the zone—draw

In the event of 2 ... Rf6 3 Ke5 Re6+ 4 Kd5 Black is not able to free the 6th rank by the pawn sacrifice 4 ... g5, since it is pinned, and 4 ... Kg7 5 g5 leads to the won position 589.

3 Qd7 Kg7 4 Kf4 Ra5 5 Qd4+ Kh7 6 Qc4.

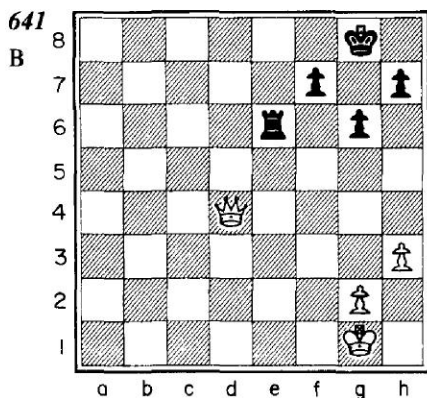
6 Qf6 is also possible: 6 ... Ra4+ 7 Kf3 Ra3+ 8 Ke2 Kg8 (or 8 ... Ra7) 9 g5, transposing into example 589. If instead 6 ... g5+, then 7 Ke4 Ra4+ 8 Kd5 Kg8 (8 ... Rf4 9 Qxc5 Rf1 10 Kd6) 9 Qxc5+ Kf8 10 Qh6+ Kg8 11 g5 Rg4 12 Ke5 Rg1 13 Kf4 Rg2 14 Kf3 Rg1 15 Kf2 Rg4 16 Qh5 and 17 g6.

6 ... Kg8 7 Qc8+ Kh7 8 Qf8 (the game is decided: 8 ... g5+ 9 Ke4 Kg6 10 Qg8+ Kh6 11 Qxf7 Ra4+ 12 Ke3 Rxc4 13 Qf6+ Kh5 14 Qf3 Kh4 15 Qh1+ Kg3 16 Qh5) **8 ... Ra4+ 9 Kg5 Ra5+ 10 Kf6 Ra6+ 11 Kxf7 Ra7+ 12 Kf6 Ra6+ 13 Kg5 Ra5+ 14 Kh4 Ra7 15 Qc5 Rb7 16 Kg5 Resigns.**

Let us return to the initial position and place the king inside the zone, say, at g2. Black successfully defends along the f-file, and 1 g4 hxc4 2 hxc4 leads to the drawn position 629.

641. After 1 ... h5? 2 Kh2 (2 Kf2 is more accurate, since now Black could have played 2 ... Re1, threatening to switch to the f-file in

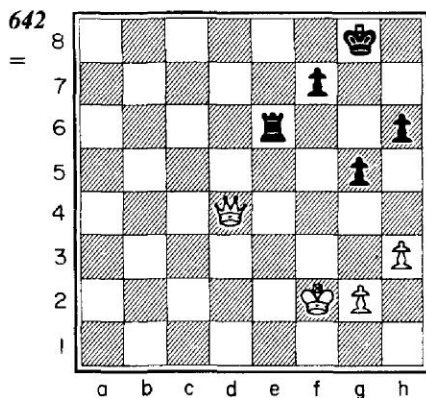
Cvetkovic-Jelen
Yugoslavia, 1974



the event of 3 Kg3) 2 ... Kh7 3 Kg3 Kg8 4 Kf4 Kh7 5 Kg5 Ra6 6 Qb4 Kg7 7 Qb2+ Kf8 (7 ... Kh7 8 Qb7) 8 Kh6 Re6 9 Qb8+ Re8 10 Qd6+ Black resigned (10 ... Re7 11 Qc5).

Instead of 1 ... h5? Black should have played 1 ... h6!, to which White is obliged to reply 2 h4 (643), since any other move (for example 2 Kf2) allows 2 ... g5! (642) with an easy draw.

Henkin, 1982

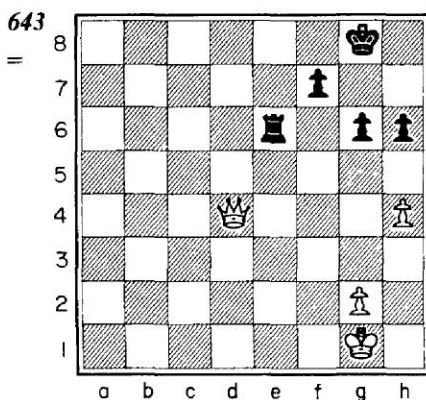


642. The rook manoeuvres between e6 and g6, and the king prevents the queen going to f8. In the event of 1 g3 Kh7 2 h4 gxh4 3 gxh4 h5! (otherwise 4 h5!) the drawn ending 548 is reached.

White wins only if his king is further up than the 6th rank, since then the given variation leads to position 551.

But let us return to the position after 2 h4.

Henkin, 1982



643. White can play for a win only by advancing his pawns, since activating his king is unsuccessful: 1 Kf2 Kh7 2 Kf3 Kg8 3 g4 Kh7 4 Kf4 g5+! with a draw after 5 hxg5 hxg5+ 6 Kxg5 Kg8.

If instead of 4 Kf4 White plays 4 g5, then both 4 ... hxg5 5 hxg5 Kg8 and 4 ... h5 lead to a position from example 589, where the white king is inside the drawing zone.

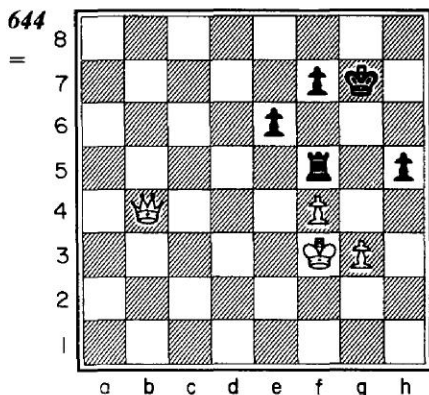
The position arising after 4 h5 g5! (but not 4 ... gxh5? 5 gxh5—571) does not offer White any chances for the same reason.

The fewer, the number of vulnerable points in the weaker side's position, and the more compact his pawn mass is, the better his chances of a successful defence. But virtually the most important thing is to have a secure position for his rook. If it has two safe strong points, it can normally conduct a successful linear defence.

644. In spite of the weakness of his h-pawn, Black easily draws thanks to the good position of his rook.

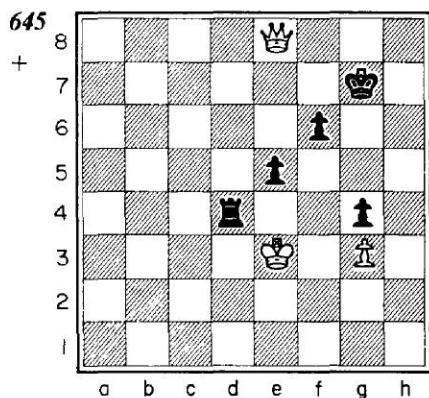
1 ... Kg8 2 Ke4 Kg7 3 Qb2+ Kg8 4 Qd4 Kh7 5 Kf3 Kg8 6 Kg2 Kh7 7 Kh3 Kg6 8 Qh8 Rd5, and a draw was agreed, since after 9

V. Zagorovsky-Lilienthal
Moscow, 1953
(with colours reversed)



Kh4 Rf5 10 Qg8+ Kf6 11 Qh7 Ke7 12 Qxh5
Rhx5+ 13 Kxh5 f5 the pawn ending is equal.

Colle-Becker
Carlsbad, 1929



645. Here the rook has only one strong point, and its position is insecure.

The ideal solution to White's problem would be to break through with his king via e4 to f5. But it is possible only with Black to move: 1 ... Rc4 (1 ... Kh6 2 Qg8! Ra4 3 Qf8+ Kg5 4 Qg7+, and Black loses his rook or a pawn) 2 Qd7+ Kh6 3 Qe6 Rc3+ 4 Ke4 Rxc3 5 Qxf6+ Kh5 6 Qxe5+ Kh4 7 Kf5 etc.

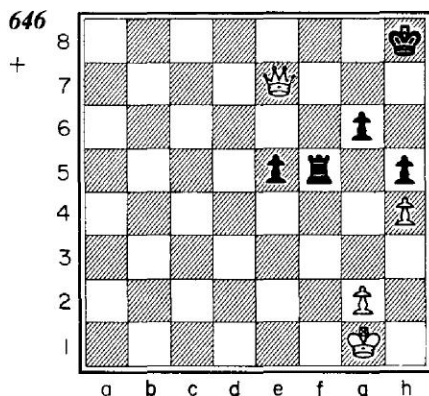
The winning method consists of threatening to give Black the move, thereby forcing him to advance his pawns, after which they become easy prey.

1 Ke2! Rd5 (1... Re4+ 2 Kd3 Rd4+ 3 Ke3, and it is Black to move) **2 Qh5! Rd4 3 Kf2! Rb4.**

Or, with the same leitmotif: 3... Re4 (3... Kf8 4 Qh7 Rd2+ 5 Ke3 Rd4 6 Qc7) 4 Qe8 Rd4 5 Ke3!

4 Qe8! Re4 (4... Rb2+ 5 Ke1 Rb1+ 6 Kd2 Rb2+ 7 Kc3 Rb7 8 Qc8, and the g4 pawn is lost) **5 Qd7+ Kg6 6 Qd3 f5 7 Qd6+ Kg5** (7... Kf7 8 Kf1! Kg7 9 Qe6) **8 Qe6 f4 9 Qg8+ Kf6 10 Qxg4 fxg3+ 11 Qxg3 Rf4+ 12 Ke3**, and White attained a theoretically won ending.

Stein-Hennings
Kislovodsk, 1972



646. Black's position is only apparently all right. In fact his rook has no move, and, most important, his king is cut off from its own pawns. This allows Stein to break down the defence by some spectacular sacrifices.

1 g4! hxg4 2 h5! gxh5.

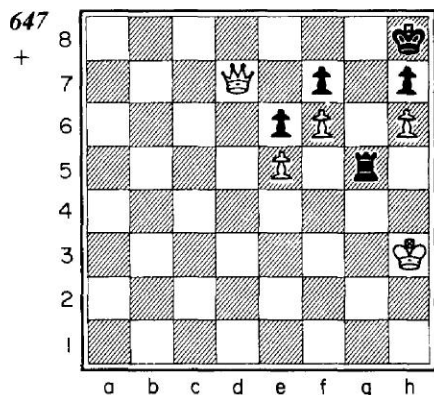
Exact calculation would have been demanded by the variation 2... Rxh5 3 Qf7 Rh6 4 Kg2 e4. Now 5 Kg3 e3 6 Kxg4 e2 7 Qe8+ Kg7 8 Qxe2 Rh5 9 Qe7+ Kg8! 10 Qf6 Rh7! leads to a draw, as in example 463. Correct is 5 Kf2!, when White picks up all the

Queen against Rook

pawns: 5 ... g3+ 6 Kxg3 e3 7 Kf3 e2 (7 ... Rh3+ 8 Ke2 Rg3 9 Qe8+ Kh7 10 Qe7+, winning the rook) 8 Kxe2 Rh2+ 9 Kf1 Rh6 10 Kg2 etc.

3 Qe6 Rf3 4 Qxe5+ Kg8 5 Qg5+ Kf8 6 Qxh5 Rf7 7 Qh8+ Ke7 8 Kg2 Resigns.

del Rio, 1750



647. This is a genuine fortress, since the f7 pawn is immune due to the perpetual pursuit of the king by the rook along the g-file. White can win only by sacrificing his queen at g7. We give the solution suggested by Berger.

1 Qe7 Rg8 2 Qa3! (now the queen reaches g7, either via f8, or via g3) 2 ... Rb8 3 Qg3 Rg8 4 Qg7+ Rxg7 5 fxxg7+ Kg8 6 Kg4 f5+ 7 exf6 Kf7 8 Kf4 Kg8 (8 ... e5+ 9 Kf5 Kf7 10 Ke4 Kg8 11 Kd5 Kf7 12 Kd6 etc.) 9 Ke5 Kf7 10 Kd6 e5 11 g8=Q+ Kxg8 12 Ke7 etc.

Thus, again a queen sacrifice for the sake of going into a won pawn ending. In previous chapters we have already met this method of transforming one form of advantage into another. Sometimes it is the only way to win.

648. At the moment the rook has two strong points, but after 1 g4 it is deprived of waiting moves along the 5th rank, and, being condemned to inactivity, soon becomes a target for attack.

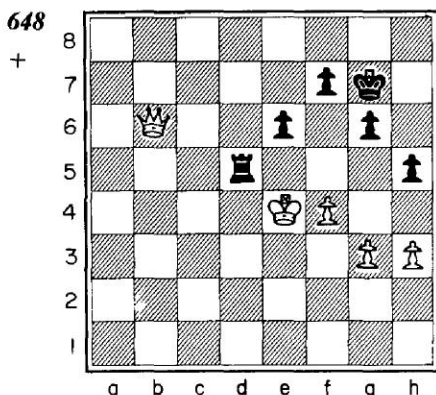
1 ... hxxg4 2 hxxg4 Kg8 3 Qc7 Kg7 4 Qc6 Kf8.

If the rook should nevertheless take it into

Botvinnik-Troianescu

Budapest, 1952

(variation from the game, with colours reversed)



its head to leave its post, the white king breaks into the enemy position with decisive effect: 4 ... Rd1 (4 ... Rd8 5 Qc3+ Kg8 6 Ke5 Kg7 7 f5! exf5 8 gxf5, and now Black loses quickly after either 8 ... gxf5 9 Qg3+ Kf8 10 Kf6, or 8 ... Re8+ 9 Kf4+ Kg8 10 fxxg6 fxxg6 11 Kg5 Re6 12 Qc7 Kf8 13 Qd7) 5 Qc3+ Kg8 6 Ke5 Kg7 (6 ... Rf1 7 Qc4 Rg1 8 Kf6 Rxxg4 9 Qc7) 7 f5! exf5 8 gxf5 Rf1 (8 ... gxf5 9 Qg3+ Kf8 10 Kf6) 9 fxxg6 fxxg6 10 Ke6+ Kg8 11 Qd3 Rg1 12 Kf6.

5 Qa8+! (White prepares the sacrifice of his queen at d5, which can be carried out only with the enemy king at g7, g8, h7 or h8) 5 ... Kg7 (5 ... Ke7 6 Qa3+ Ke8 7 Qb4, and either the queen penetrates to f8, or the king to f6) 6 Qxd5! exd5+ (6 ... f5+ 7 Ke5 exd5 8 g5) 7 Kxd5.

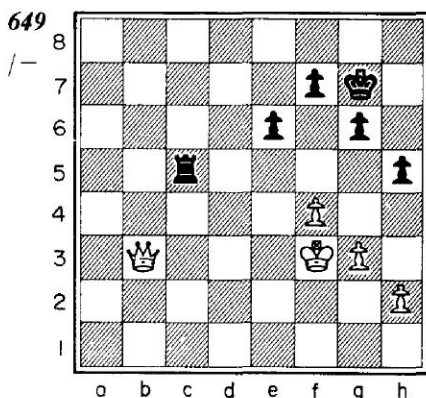
This pawn ending, which is won for White, was analysed by Botvinnik. We give the main variation: 7 ... Kf8 8 Kd6 Ke8 9 f5! g5 10 Kc7 Ke7 11 Kc8! Kd6 12 Kd8 etc.

Who would have thought that this rare ending would be repeated exactly 25 years later!

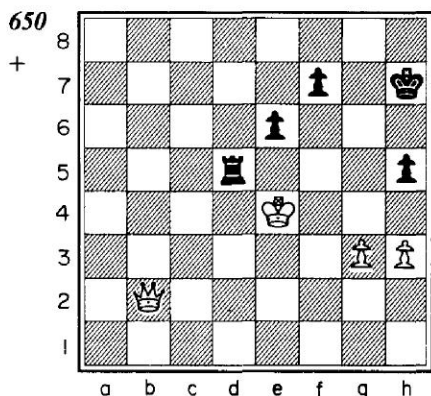
649. This was the adjourned position from the 2nd game of the Women's Candidates

Chiburdanidze-Akhmilovskaya

Tallinn, 1977



Semi-Final Match. Akhmilovskaya no doubt had time to familiarize herself with Botvinnik's analysis, and therefore instead of 1... Rd5 2 h3 Kg8 3 Ke4 Kg7 4 g4 etc. she chose a different continuation: 1... g5 2 fxg5 Rxg5 3 h3 Kh7 4 Ke4 Rd5 5 Qb8 Kg7 6 Qb2+ Kh7 (650).



650. The pawn ending arising after 7 Qf6 Rf5 8 Qxf5? exf5 + 9 Kxf5 is drawn: 9... h4! 10 g4 Kg7 11 Kg5 (11 g5 Kh7 12 Kg4 Kg6 13 Kxh4 f3) 11... f6 + 12 Kxh4 Kg6 13 Kg3 f5 etc. White's task is to destroy the defensive set-up, by advancing the g-pawn and threatening to invade with the king. This plan

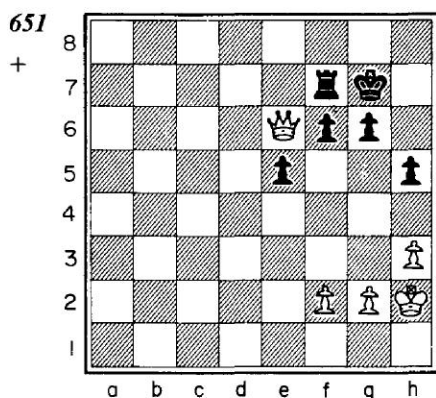
could have been carried out immediately: 7 g4 hxg4 8 hxg4, and if 8... Rg5 (8... Kg8 9 Qf6 Rb5 10 g5 Rf5 11 Qh6 and 12 g6), then 9 Kf4 Rg6 (9... Kg6 10 Qh8 e5 + 11 Kf3 e4 + 12 Kf4! Rc5 13 Qg8 + Kf6 14 g5 + Ke7 15 g6) 10 Qe5! (otherwise 10... e5 +!—draw) 10... Kg8 11 g5, and the white king invades via the Q-side, while the rook is obliged to blockade the g-pawn.

The game went: 7 Qb1 Kg7 8 Qa1 + Kg6 (after 8... Kh7 White could have embarked on the plan given in the previous note) 9 Qh8 Rg5 10 Qg8 + Kf6 11 Qd8 + Kg6 12 Qf8! Rf5 (12... Kh6 13 Qg6 + Rg6 14 Qxh5 Rxg3? 15 Qe5 +) 13 g4 hxg4 14 hxg4 Rd5 15 Qg8 + Kf6 16 Qh8 + Kg6 17 Kf4 Rc5 18 Qg8 + Kf6 19 g5 + Ke7 20 g6 Rf5 + 21 Ke4 fxg6 22 Qxg6, and Black resigned: we have reached a position from example 374.

In positions where the rook has no strong points, the stronger side's king can normally invade the opponent's position without difficulty.

Kuzmin-Pribyl

Varna, 1977



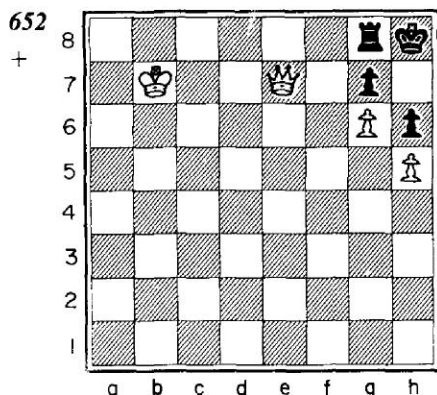
651. 1 h4 (fixing the pawn chain and cramping the enemy forces) 1... Ra7 2 Kg3 Ra3 + 3 f3 Ra7 (otherwise 4 Qe7 +) 4 Kf2 Rc7 5 Ke3 Ra7 6 Qe8 (making way for the king) 6... Rb7 7 Ke4 Ra7 8 Kd5 Ra5 + 9 Kc6 Ra7 10 Qb8 Rf7 11 Kd6 Rf8 12 Qb6 Rf7 13

Queen against Rook

Ke6 Kg8 14 Qd8+ Kg7 15 Qb8 (zugzwang) 15 ... Rf8 16 Qxf8+ Resigns.

In the following blocked position the queen and king succeed in taking away all the rook's free squares.

Novodyerzhkin, 1956



652. Berger erroneously considered this position to be drawn.

1 Qc7 Re8 (1 ... Rf8 2 Qd7 Rg8 3 Qe7 leads to *zugzwang*, and 2 ... Kg8 3 Qe7 to the main variation) **2 Qd6 Kg8 3 Qd7 Rf8 4 Qe7! Rf6** (4 ... Rf1 5 Qe6+ Kf8 6 Qd6+ Ke8 7 Qe5+ Kf8 8 Qc5+ etc.) **5 Kc7 Rf8 6 Qc5 Re8** (6 ... Rf6 or 6 ... Ra8—7 Qd5+) **7 Kd7 Rb8 8 Qe5 Rf8 9 Qd6!**, and White wins.

The presence of pawns on opposite wings significantly complicates the defence. In the majority of cases the outcome depends on whether or not the weaker side can manage to unite his forces around his king, after first exchanging or eliminating the enemy pawns on the other side of the board.

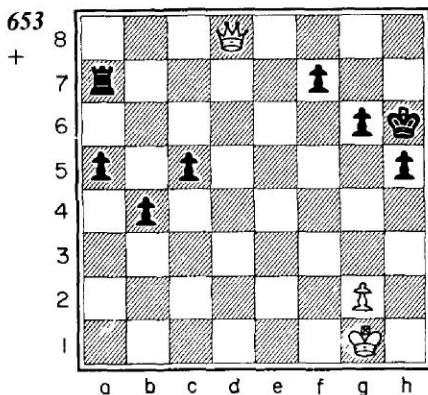
653. Although Black soon loses, one after another, all his Q-side pawns, he is able to set up a fortress on the K-side.

1 Qh8+ Kg5 2 Qf8 Rd7 3 Qxc5+ Kh6 4 Qxa5 Kh7 5 Qxb4 Rd5 6 Kf2 Rf5+ 7 Ke3 Kg8 8 Qb8+ Kg7 9 Qe8 Re5+. Drawn.

3.62 Counter-play with the rook and pawns

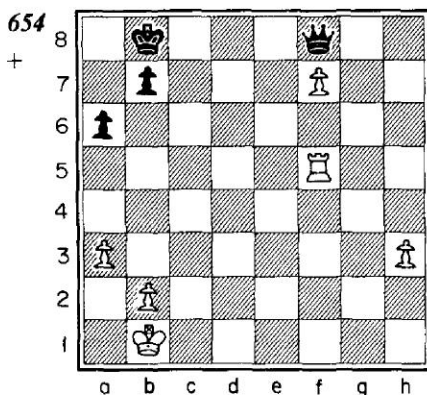
If a passed pawn is supported by the rook

**Lipnitsky-Tolush
Moscow, 1950**



from behind, the threat of its advance will restrict the queen, forcing it to assume the modest role of blockader. With a far-advanced pawn this threat may become decisive.

**Dubinina-Aronin
Leningrad, 1947**



654. As in example 486, the rook's pawn diverts the queen from the blockading square.

1 h4 b5.

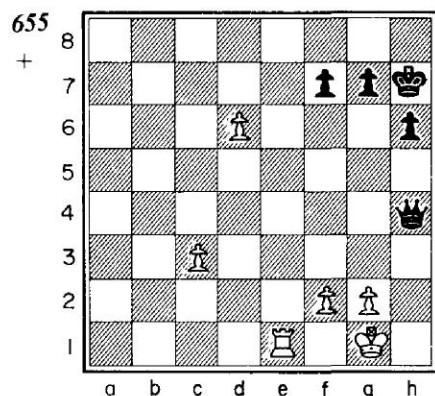
A curious *zugzwang* position is reached after 1 ... Kc7 2 Rf1! (unnecessary complications arise after 2 h5 Qd6 3 f8=Q Qd3+ 4 Kc1, although the king would appear to

escape from perpetual check) 2 ... Kd7 3 h5 Ke7 (3 ... Ke6 4 h6; but now White simply waits for Black to run out of pawn moves) 4 Ka1! b5 5 Kb1 a5 6 Ka1 b4 7 a4 b3 8 Kb1, and after 8 ... Qxf7 9 Rxf7+ Kxf7 10 Kc1 the pawn ending is won.

2 h5 Kc7 3 Rf1! a5 4 h6 b4 5 a4 Kd7 (5 ... b3 6 h7 Qb4 7 f8 Q Qe4+ 8 Ka1 Qxa4+ 9 Qa3) 6 h7 Ke7 7 Re1+ (7 h8=Q is also possible) 7 ... Kd7 8 Rh1! Resigns.

In the following example the rook coordinates with two connected passed pawns.

Bron-Ordell
Kharkov, 1936



655. 1 d7 Qd8 2 Rd1 Kg8 3 c4 Kf8 4 c5 Ke7 5 c6 f5 6 Re1+ Kf7 7 Rc1! (as in the previous game, the rook changes file, varying the threat of which pawn to advance) 7 ... Qc7 8 g3!

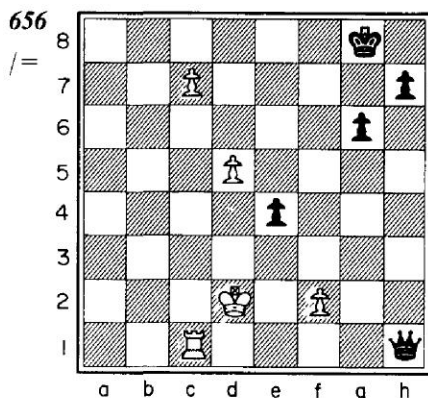
Before taking positive action the king must be safeguarded. In the event of 8 Rd1 Ke7 9 Re1+ Kf7 10 Re8 Qf4! Black is saved by perpetual check: 11 g3 (11 Re1 Qd2) 11 ... Qc1+ 12 Kh2 Qf1.

8 ... f4 9 Rd1 Ke7 10 Re1+ Kf7 11 Re8 Qxc6 12 d8=N+! Resigns.

If the position of the enemy king is insecure, this improves the chances of the side with the queen.

656. In the end the queen will be obliged to occupy the blockading square c8, but on

Fridstein-Golovko
Moscow, 1967

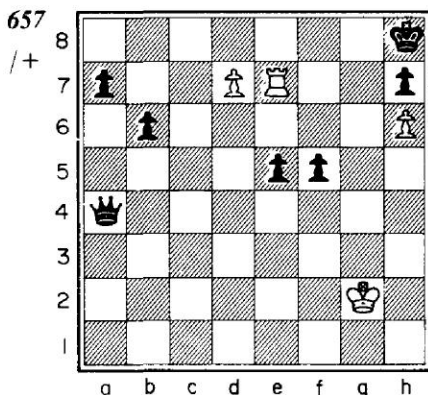


the way it can very unpleasantly annoy the enemy king.

1 ... e3+! 2 Kc2 (2 fxe3? Qxd5+ 3 Ke2 Qb5+ 4 Ke1 Qb4+! 5 Kd1 Qg4+, or 5 Kf1 Qf8+ and 6 ... Qc8) 2 ... Qe4+ 3 Kb2 (3 Kc3 Qe5+) 3 ... Qb4+ 4 Ka2 Qa5+ 5 Kb2 Qb5+ 6 Ka1 Qa6+ 7 Kb2 Qb7+.

Here White went wrong with 8 Ka1?, and lost after 8 ... Qc8 9 d6 exf2 10 d7 Qxc7! (11 Rxc7 f1=Q+). Against correct defence—8 Ka3! Qa8+ 9 Kb2—Black would not have been able to go in for this variation, since his new queen would have appeared without check, and he would have had to be satisfied with a draw.

Nikiforov-Luzgin
correspondence, 1978/79



Queen against Rook

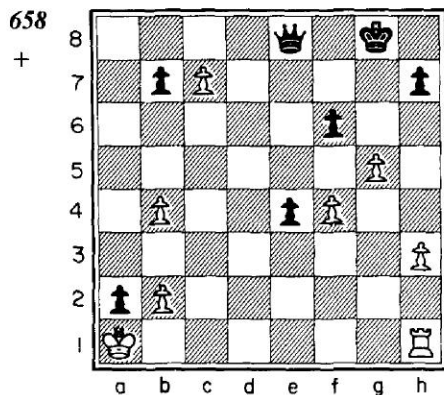
657. In spite of Black's enormous material advantage, the position seems fairly tense. But the undefended state of the enemy king allows the queen to find a way to attack the rook.

1 ... Qg4+! 2 Kf1 Qf4+! 3 Ke2 Qc4+! 4 Kd1 (all the black squares are 'banned') **4 ... Qg4+! 5 Kc2 Qa4+!** White resigns.

Had the rook been screened against double attacks, Black would have had to confine himself to perpetual check.

With the king secure, even one pawn can decide the outcome, especially in cases where the enemy king comes under attack on the back rank.

Aronin-Bronstein
Moscow, 1951

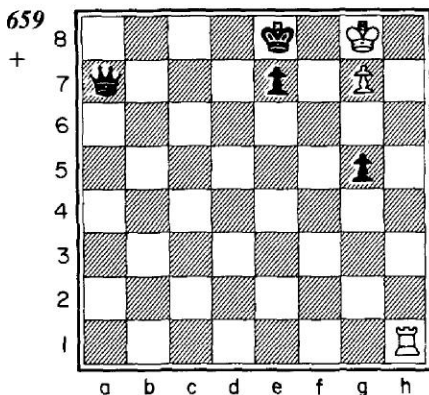


658. 1 Rd1 Kf7 2 Rd8 Qb5 3 c8=Q Resigns.

659. 1 Kh7 e6! (in the event of 1 ... e5 2 Kh8 the long diagonal would have been blocked by the pawn) **2 Rb1** (threat 3 Rb8+) **2 ... Qc7! 3 Rb2!**

Here and subsequently the rook chooses squares from which, while maintaining the threat of supporting its pawn, it simultaneously prevents checks which would enable the queen to approach the king. **3 Rb8+?** loses to **3 ... Ke7 4 g8=Q Kf6+! 5 Kh8 Qh2+ 6 Qh7 Qxb8+.**

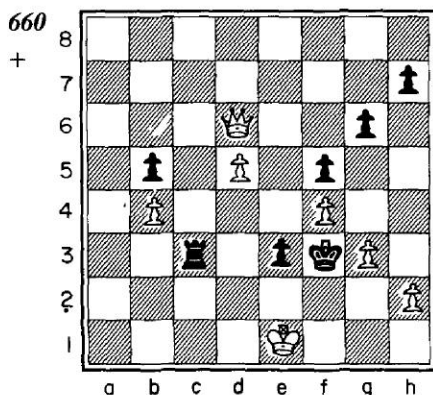
Kaminer & Rossolimo, 1928



3 ... g4 4 Rf2! Qb7 5 Rf4!! (5 Rf8+? Ke7 6 g8=Q Qb1+ 7 Kh8 Qh1+ 8 Kg7 Qa1+ 9 Kg6 Qb1+ 10 Kg5 Qc1+ 11 Rf4 e5!, with a draw) **5 ... Qb1+ 6 Kh6 Qh1+ 7 Kg6 Qb1+ 8 Kg5 Qb5+ 9 Kh6,** and the pawn queens.

Nevertheless, the exceptional properties of the queen enable it to gain the upper hand in many double-edged situations.

Kruger-Bauer
West Germany, 1971



660. 1 Qc6! (1 Kd1 e2+ 2 Kd2 Re3 3 Ke1 Rd3, and mate next move) **1 ... Rc4 2 Kf1.**

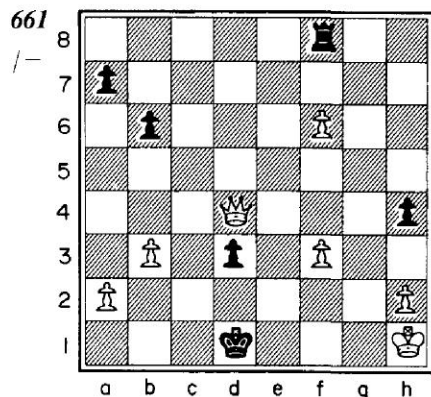
Neither the queen nor the rook can leave its post, but in the end one of them will be forced to do so. But since Black is also unable

to move his king (2 ... *Ke4* or 2 ... *Kg4*—3 *Ke2*), White simply waits until the opponent's pawn moves come to an end. A *zugzwang* position will then be reached.

2 ... **h6** 3 **h3** **h5** (3 ... *g5* 4 *h4!* *gxh4* 5 *gxh4* *Kxf4* 6 *Ke2*) 4 **h4** **e2+** 5 **Ke1** **Ke3** 6 **Qe6+** Resigns (6 ... *Re4* 7 *Qb6+*).

The superiority of the queen is especially marked in positions where both sides have passed pawns. It manages not only to oppose the enemy passed pawn and guard its own, but also simultaneously to keep the rook under attack.

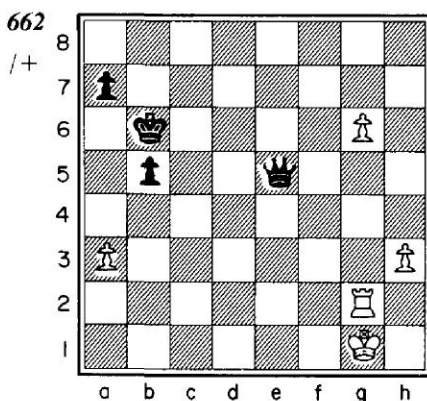
Christiansen-Fernandez
Caracas, 1976



661. 1 ... **d2** 2 **Kg2** **Rc8** 3 **f7** **Kc2** 4 **Qd7!** **Rh8** 5 **Qc6+** **Kb1** 6 **Qe4+** **Kc1** 7 **Qc4+** Resigns (7 ... *Kd1* 8 *Kf2*, or 7 ... *Kb1* 8 *Qd3+* *Kc1* 9 *Qc3+*).

662. It is clear that Black too will shortly create a passed pawn. But White's is already fairly far advanced, and he intends to advance it further. This means that the queen will have to blockade it, but at what point? If immediately 1 ... *Qg7*, then after 2 *h4* *a5* 3 *h5* *b4* 4 *axb4* *axb4* 5 *h6* *Qxh6* 6 *g7* the queen can no longer reach the blocking square *g8*, and Black has to be satisfied with perpetual check. Therefore, before moving to *g7*, the queen forces the white king to occupy a less favourable position

Nieman-Rittner
correspondence, 1968/71

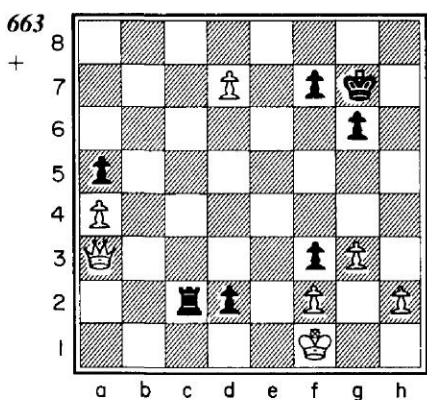


1 ... **Qd4+!** 2 **Kh2**.

2 *Kh1* is no different. If instead 2 *Kf1*, then in the variation 2 ... *Qg7* 3 *h4* *a5* 4 *h5* *b4* 5 *axb4* *axb4* 6 *h6* Black transfers his queen to *g8* by a forcing manoeuvre.

2 ... *Qg7* 3 *h4* *a5* 4 *h5* *b4* 5 *axb4* *axb4* 6 *Kg1* (alas, the pawn on *h6* would be captured with check) 6 ... *b3* White resigns.

Ermenkov-Sax
Poland, 1969

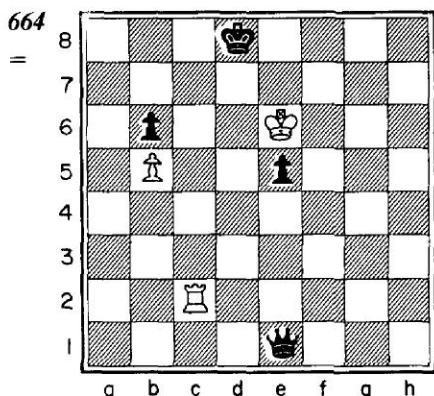


663. One gains the impression that it is time for White to resign. But the queen has not yet said its last word: 1 *Qxf3!* *Rc1+* 2 *Qd1!!* Resigns.

3.63 Rare finishes

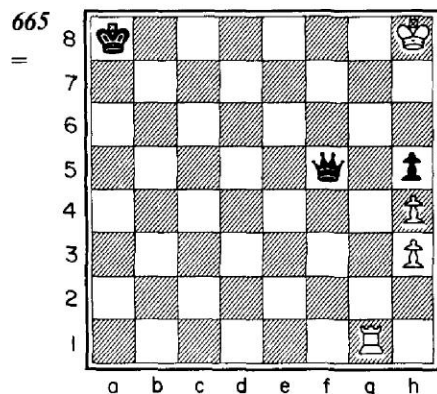
Here we will make the acquaintance of certain study ideas which have practical significance.

Kubbel, 1938



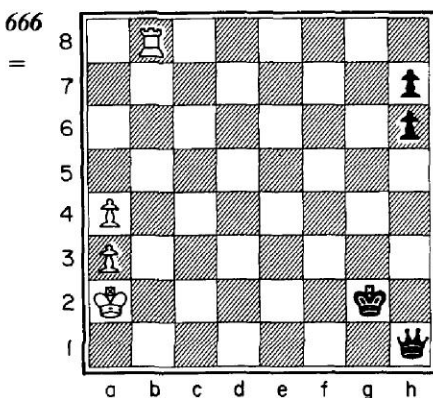
664. The cramped position of the king on the back rank suggests the solution: **1 Rg2!**, and Black cannot avoid perpetual check at g8 and g7, while **1... Qh4 2 Rg8+ Kc7 3 Rg7+ Kc6 4 Rg8+ Qd8 5 Rxd8+ Kxd8 6 Kxe5** also leads to a draw. **1 Rh2?** is incorrect due to **1... Qb1**.

Selezniev, 1913



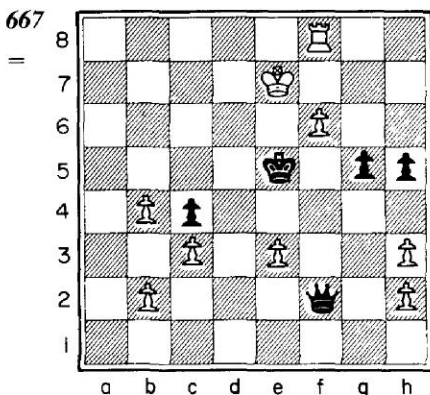
665. Exploiting the fact that the black king cannot step onto the 5th rank due to **Rg5**, White forces stalemate: **1 Rg8+ Kb7 2 Rg7+ Kc6 3 Rg6+! Kd7 4 Rg7+ Ke6 5 Rg6+ Kf7 6 Rg7+ Kf6 7 Rf7+! Kxf7**. Stalemate.

Zakhodyakin, 1947



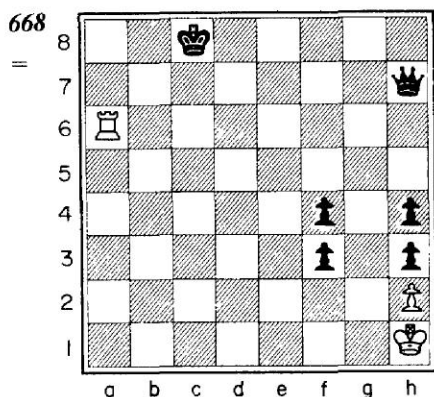
666. After **1 Rb1!** the queen cannot break out further than the 5th rank—**1... Qh5**, but then the rook begins a perpetual pursuit of the king.

Klyatskin, 1925



667. **1 Re8!! Qxf6+ 2 Kd7+ Kf5 3 e4+ Kf4 4 Re6!** etc.

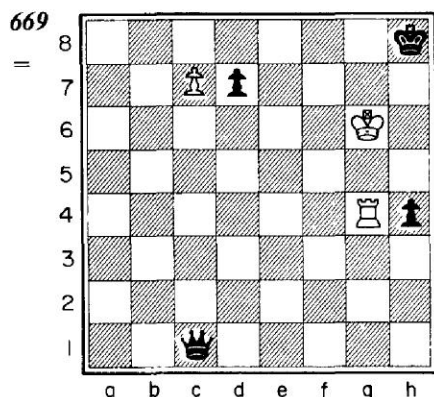
Korolkov, 1947



668. The position of the white king in the corner creates the conditions for stalemating combinations.

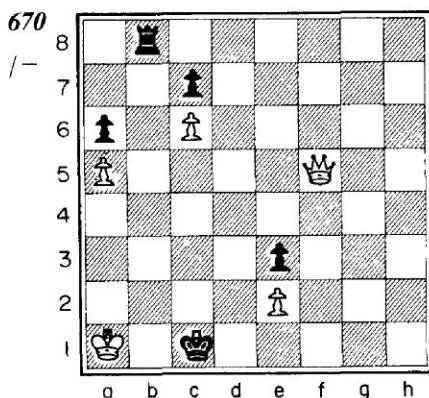
1 Rg6! Qh5 (in the event of 1 ... f2 the rook checks continuously along the 6th rank, and when the king hides at h8 it forces stalemate by the check at g8) 2 Rg5 Qh6 3 Rg6—draw.

Herbstmann, 1939



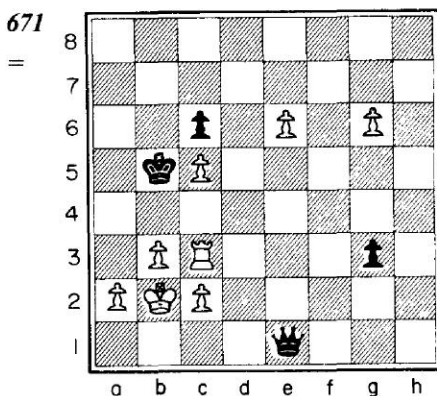
669. 1 c8=Q+! Qxc8 2 Kf7 Qd8 3 Rg6 Kh7 4 Rh6+! Kxh6. Stalemate.

Haik-Weber
Athens, 1971



670. 1 ... Rb5! 2 Qf1+ Kc2 3 Qe1 Rb3 4 Ka2 Ra3+! 5 Kxa3. Stalemate.

Selezniev, 1913

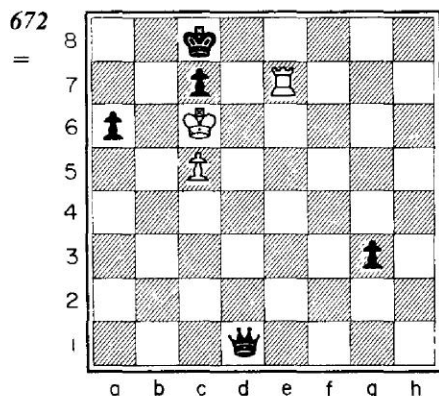


671. 1 g7! (1 e7? loses to 1 ... Qxe7 2 Rxc3 Qe5+ 3 Rc3 Qg7! 4 a3 Ka5 5 b4+ Ka4 6 b5 cxb5 7 c6 b4 8 axb4 Kxb4) 1 ... Qxe6 2 Rxc3! Qe5+ 3 Rc3 Qg7 4 Ka3! Qxc3. Stalemate.

672. 1 Re8+ Qd8 2 Rg8!

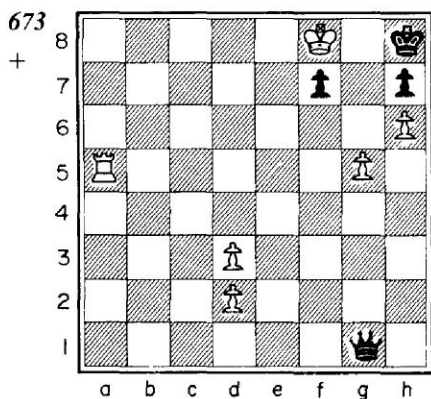
2 Rxd8+ loses to 2 ... Kxd8 3 Kd5 Kd7 4 c6+ Ke7 etc. But now 2 ... Qxc8 leads to

from Kubbel



stalemate, while 2 ... a5 3 Rxd8+ Kxd8 4 Kb5 leads to a drawn pawn ending.

Herbstmann, 1933



673. 1 Ra8 Qg2 2 Rb8! (otherwise 2 ... Qb7) 2 ... Qg3 3 Rc8! Qg4 4 Rd8! Qxg5.

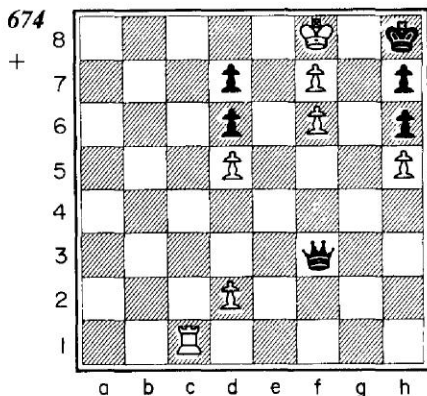
In the other variation 4 ... Qe6 5 d4! f5 (5 ... Qf6 6 Re8!—zugzwang) 6 d5 Qg8+ 7 Ke7 Qxd8+ 8 Kxd8 f4 9 Ke7 White gains a new queen and gives mate.

5 Re8! (but not 5 Ke8? f5!, when it is Black who wins) 5 ... Qf6 6 d4!—zugzwang.

674. Here the rook aims for the 8th rank via the g-file.

1 Rg1 Qg2! (the queen cannot be taken due to stalemate, and the rook cannot leave the g-file in view of 2 ... Qe4 and 3 ... Qe8+, again with stalemate) 2 d4! Qg3.

Korolkov, 1939



Black, in turn, cannot take the rook: 2 ... Qxg1 3 Ke7 Qe3+ 4 Kd8 Qe7+ 5 fxe7, and the king is no longer stalemated.

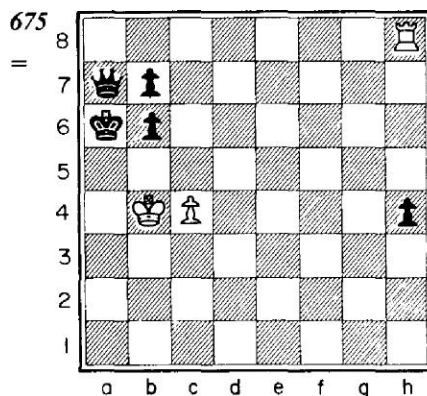
3 Rg2! Qg4 4 Rg3!

Zugzwang. Black has to take the rook, otherwise after 4 ... Qg5 5 Rxg5 hxg5 the stalemating construction is destroyed.

4 ... Qxg3 5 Ke8 Qe3+ 6 Kd8 Qe7+ 7 fxe7, and White wins.

White has the greatest difficulties after 1 ... Qg3!, when he has to play 2 Rg2! (but not 2 d3? Qxg1 or 2 d4 Qg2!, when it is White who is in zugzwang) 2 ... Qg4 3 d3! (3 d4? Qg3! 4 Rg1 Qg2) 3 ... Qg3 4 d4! Qg4 5 Rg3 etc.

Somov-Nasimovich, 1923



675. 1 Re8! (threatening 2 Re1) 1 ... b5 2 c5 b6 3 c6 Qh7 4 Ra8+ Qa7 5 Re8! Draw.

PART III

Queen against Minor Piece Endings

Yuri Averbakh, Vitaly Chekhover

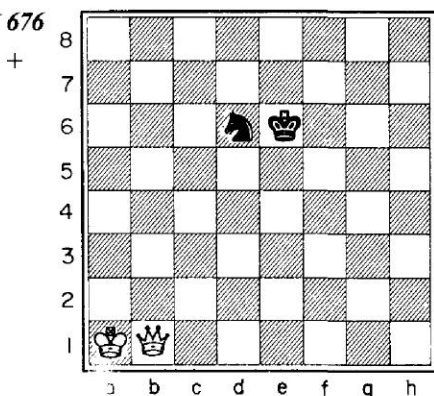
4. Queen against Minor Piece

4.1 QUEEN AGAINST KNIGHT

4.11 Queen against knight (with or without a pawn)

With queen against knight the stronger side wins by driving the opponent's king to the edge of the board and forming a mating net. The knight cannot prevent either the driving back of the king, or the creating of mating threats. The winning plan is straightforward.

Berger, 1922



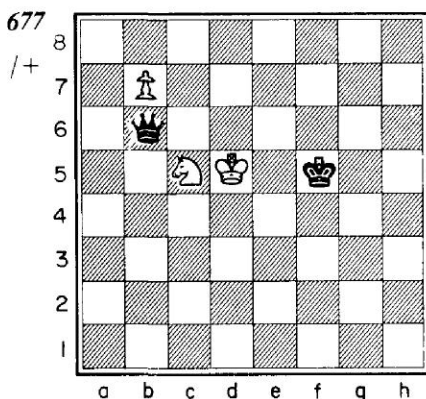
676. 1 Kb2 Kd5 2 Kc3 Ne4+ 3 Kd3 Ne5+ 4 Ke3 Ne6.

The knight must remain close to the king, otherwise White will drive it away and win it.

5 Qf5+ Kd6 6 Ke4 Nc5+ 7 Kd4 Ne6+ 8 Kc4 Nc7 9 Qc5+ Kd7 10 Qb6! Ne6 11 Kd5 Nc7+ 12 Ke5 Ne8 13 Qe6+ Kd8 14 Qf7 Nc7 15 Kd6 Nb5+ 16 Kc5, and Black can merely delay mate by sacrificing his knight.

If the weaker side also has a pawn, the result is normally unchanged. But if the pawn is on the penultimate rank and is threatening to queen, significant difficulties may be encountered. Here in the first instance the pawn must be eliminated.

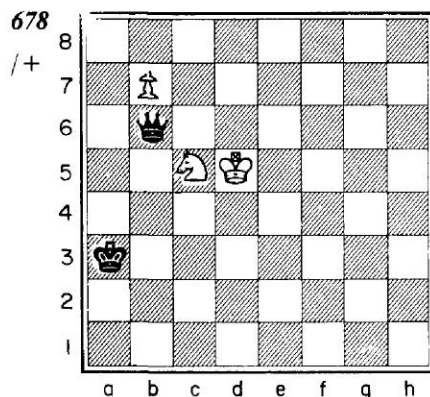
Chekhover, 1962



677. Black can win the pawn only by driving the knight away from it. To do this he has to take his king to c6. He should move carefully, since certain of the squares are 'mined'.

1 ... Kg6 (1 ... Kf6?? 2 Nd7+) 2 Kc4 Kf7 3 Kd4 Ke7 4 Kd5 Qd6+ (with the queen at b6 the king cannot go to c7 because of b7-b8=Q+!) 5 Kc4 Kd8 6 Kb4 Kc7 7 Kb5 Qb6+ and 8 ... Kc6.

Chekhover, 1962



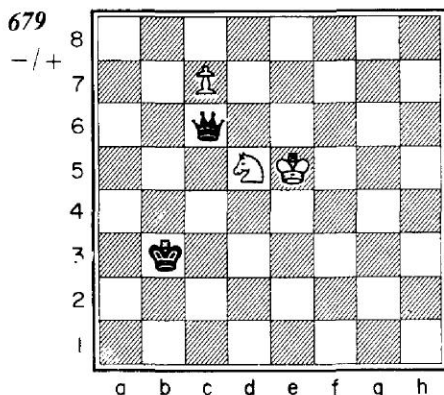
Queen against Minor Piece

678. Here Black can again take his king to c6, but he wins much more quickly by taking it to c4.

1 ... Qb5 2 Kd4 (2 Kd6 can be met by 2 ... Kb4!, and if 3 b8 = Q Qxb8+) **2 ... Kb2 3 Nd3+ Kb3 4 Nc5+ Kc2 5 Kd5 Kc3 6 Kd6 Kc4**, and Black wins.

We will now move position 678 one file to the right.

Chekhover, 1962



679. With a bishop's pawn the defensive chances are improved, but nevertheless in this position too Black wins.

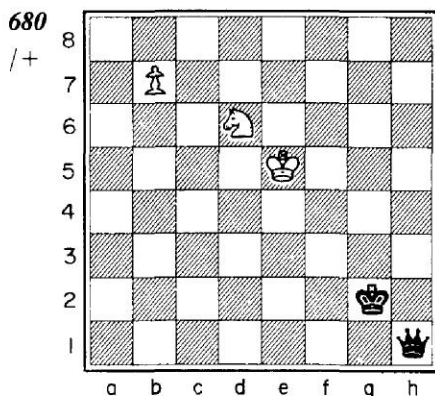
With Black to move: **1 ... Qc5 2 Ke4** (on 2 Ke6 there follows 2 ... Kc4! 3 Kd7 Qxd5+ and wins, since Black's king is inside the winning zone) **2 ... Kc2 3 Ne3+ Kc3 4 Nd5+ Kd2 5 Ke5 Kd3 6 Ke6 Kd4** etc.

Black's task is also straightforward with White to move: **1 Ke4 Qc5 2 Ke5 Ka3!** (this accuracy is essential: 2 ... Kc2 leads only to a draw after 3 Ke6! Kd3 4 Nb4+) **3 Ke4** (but now on 3 Ke6 Black has the decisive 3 ... Ka4) **3 ... Kb2 4 Ke5 Kb3! 5 Ke4 Kc2**, and then as already examined.

Up till now we have been considering examples where the weaker side's king was cut off from the pawn and was unable to support it.

The possibility of not allowing the king up to the pawn is an important tactical procedure in this ending.

Chekhover, 1962

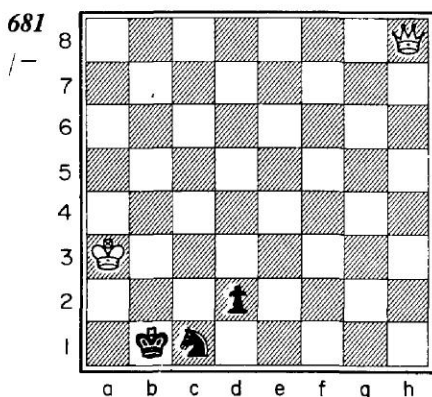


680. White is threatening to take his king to the aid of his pawn, but Black parries this by a queen manoeuvre:

1 ... Qb1! 2 Ke6 Qb6! Now 3 Kd7 can be met by 3 ... Kf3, since on 4 Kc8 Black has 4 ... Qc6+. White is powerless to support the pawn with his king. The rest is straightforward. Black places his queen at c7, transfers his king to f8 and, after driving away the knight, wins the pawn.

If the weaker side is able to support the pawn with his king, the result will depend on where the opponent's king is, and how it can support the queen in the battle against the pawn.

Chéron, 1951



681. White's king is supporting the queen in the battle against the pawn, so he can win.

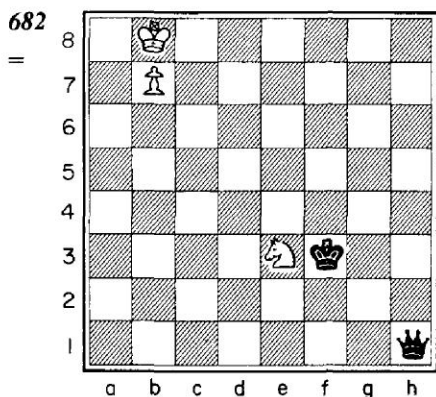
Queen against Knight

1 ... Nd3 (2 Qb2 mate was threatened, and Black fails to save the game after 1 ... d1=N 2 Qh7+ Ka1 3 Qc2) 2 Qb8+ Kc1 (2 ... Kc2 loses immediately to 3 Qb3+ Kc1 4 Qc3+) 3 Qc7+ Kb1 4 Qb6+ Kc1 5 Qc6+ Kd1 (Black is forced to occupy the square in front of the pawn with his king, since he loses after 5 ... Kb1 6 Qb5+ Kc1 7 Qc4+) 6 Qc4! Nc1 (6 ... Ne5 7 Qe4! Kc1 8 Qxe5 d1=Q 9 Qb2 mate; Black's lot is also no easier after 6 ... Ne1 7 Kb2 Ng2 8 Qe4 Ne3 9 Qf3+) 7 Kb2 Ke1 8 Qe4+ Ne2 9 Qh1+ Kf2 10 Kc2 Ke3 11 Qh3+ and 12 Kxd2.

1 ... Kc2 is rather more tenacious: 2 Qh7+ Kc3 (2 ... Kd1 and 2 ... Nd3 lead to variations already considered) 3 Qh3+ Kc2 4 Qf5+ Kc3 5 Qd5 Nd3 (on 5 ... Kc2 there follows 6 Qc4+ Kd1 7 Kb2 etc.) 6 Qf3! Kc4 (6 ... Kd4 7 Kb3 Nc5+ 8 Kc2 Ne4 9 Kd1, and White's king reaches e3, driving away the knight) 7 Ka2 Nf2 8 Qe2+ Kc3 9 Qe3+ Nd3 10 Qf3! Kc4 (10 ... Kc2 11 Qc6+ Kd1 12 Qc4! has already been considered) 11 Kb1 Kd4 12 Qg4+ Ke3 13 Kc2 Ne1+ 14 Kd1 Nf3 15 Qg2 Kf4 16 Ke2, and the pawn is won.

If the pawn is supported by the king, and the stronger side's king is a long way from the pawn, the game may end in a draw.

Zagoryansky-Estrin
Moscow, 1948

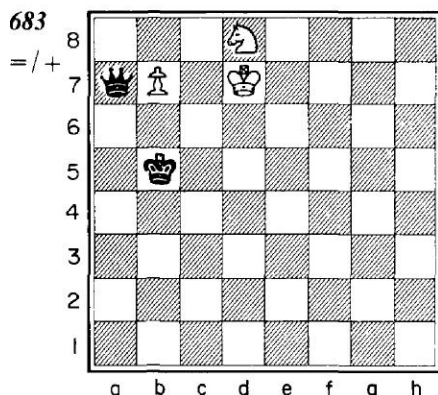


682. Kc7 cannot be played immediately:

1 ... Qc1+ 2 Kd7 Qb2 3 Kc7 Qc3+ 4 Kd7 Qb4 5 Kc7 Qc5+ 6 Kd7 Qb6 7 Kc8 Qc6+.

He draws by 1 Nd5! Ke4 2 Nb4! Qh8+ 3 Kc7, when Black is powerless to prevent the promotion of the pawn.

Chekhover, 1962



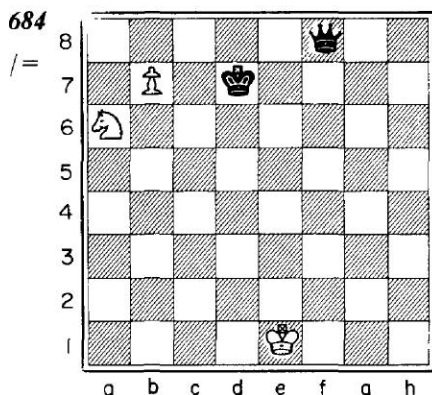
683. Here the result depends on who it is to move.

If it is White to move, after 1 Kc8 the queen alone is unable to prevent the pawn from queening, e.g. 1 ... Qe5+ 2 Kd7 Qe5 3 Kc8 Qf5+ 4 Kc7 with a draw.

But if it is Black to move, by 1 ... Ka6 he includes his king in the game and wins easily, e.g. 2 Kc7 Qb6+ 3 Kc8 Ka7 etc.

The poor position of the stronger side's king prevents him from winning in the next two examples.

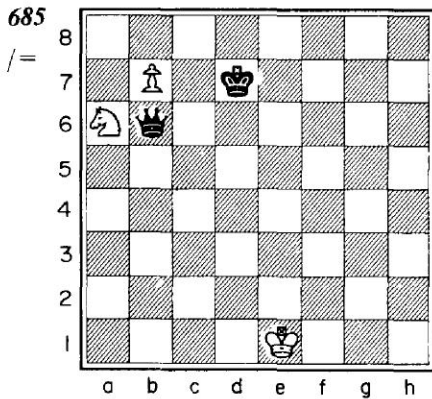
Chekhover, 1962



Queen against Minor Piece

684. Black's king prevents his queen from winning the pawn.

Chekhover, 1962

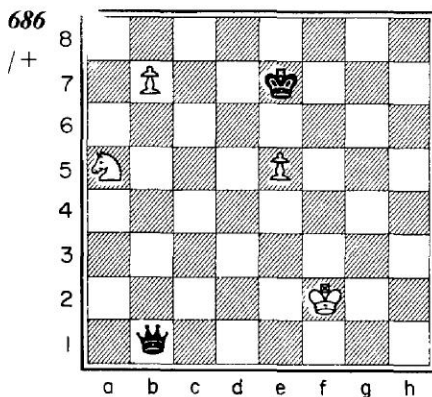


685. Due to the threat of Nc5+, Black is not able to stop the pawn queening.

4.12 Queen against knight and pawns

If one of the pawns is far advanced, the stronger side's plan will be to eliminate it.

Chekhover, 1962

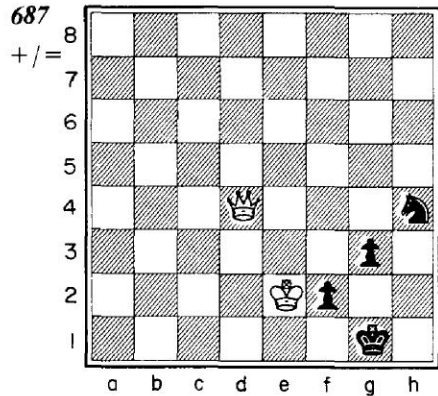


686. Thus here Black must first drive away the knight and win the b-pawn.

1... Qb2+ 2 Kf1 (2 Kf3 Kd7 3 e6+ Kxe6 4 Nc6 Qxb7) 2... Qb5+ 3 Kf2 Kd7 4 e6+

Kc7 (4... Kxe6 5 Nc6) 5 e7 Kb8 6 Kg3 Qe8 7 Kf2 Ka7 8 Kf1 Kb6 9 Nc4+ Kc5! 10 Na5 Kb5 11 Nb3 Kb6, or 10 Ne5 Kd6 11 Ng6 Kc7, driving the knight away from the b-pawn.

Horwitz, 1882



687. 1 Qa1+ Kg2 (if 1... Kh2, then 2 Kf1 Kh3 3 Qd1 Ng6 4 Qh5+ Nh4 5 Qg5, or 2... Ng6 3 Qc1 Kh3 4 Qh6+ Nh4 5 Qh5) 2 Qd1 Ng6 (2... Nf5 3 Qd5+, or 2... K~ 3 Kf1) 3 Qd5+ Kh2.

On 3... Kg1 there follows 4 Qf3!, e.g. 4... Kh2 5 Kf1 Nh4 6 Qg4, or 4... g2 5 Qxf2+ Kh1 6 Qf3 Nh4 7 Qh3+ Kg1 8 Qg4! If in this last variation 6... Nf4+, then 7 Kf2 Nd3+ 8 Kg3 Ne1 9 Qe4.

4 Qh5+ Kg2 5 Qf3+ Kh3 6 Kf1 Nf4 (6... Nh4 7 Qh5, or 6... Kh4 7 Kg2) 7 Qh1+! (but not 7 Qxf4? g2+ 8 Kxf2 g1=Q+! 9 Kxg1—stalemate!) 7... Kg4 8 Qe4 Kg5 (8... Kh3 9 Qf5+) 9 Qf3 Nh5 10 Kg2 Kg6 (10... Kh4 11 Qf5!) 11 Qg4+ Kh6 12 Qf5, and White wins.

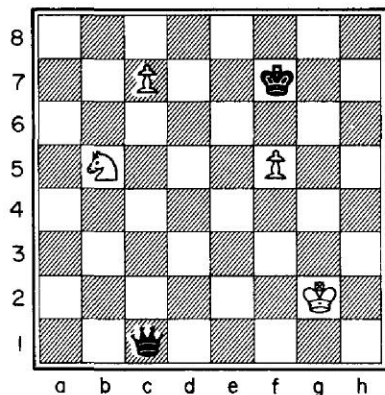
If Black begins, he draws by 1... Ng2! 2 Qa1+ (2 Qf6 Ne3!) 2... Ne1 3 Qf6 Ng2 (with the threat of 4... Ne3) 4 Qf3 Kh2 5 Kf1 Ne3+! 6 Qxe3 g2+ etc.

Let us move position 686 one file to the right. This imperceptible change in the position alters the assessment. Black can no longer drive away the knight and win the pawn, although it is true that White has to find a clever defence.

Chekhover, 1962

688

/=



688. 1 ... Qc2+ 2 Kg1!

The only way, the alternatives being bad: 2 Kg3? Ke7 3 f6+ Kxf6 4 Nd6 Qxc7 pinning the knight, or 2 Kh1? Ke7 3 f6+ Kd7 4 f7 Qf2!, and White is in *zugzwang*.

2 ... Qc5+ 3 Kg2 (again the only move!) 3 ... Ke7 4 f6+ Kd7 (4 ... Kxf6 5 Nd6) 5 f7 Kc8 6 Kh3 Qf8 7 Kg2 Kb7 8 Kg1.

What is Black to do now? If 8 ... Kc6?, then 9 c8=Q+! Qxc8 10 Na7+. This is where the presence of the additional (a-) file tells, in comparison with the example with the knight's pawn. If instead 8 ... Kb6, then 9 Nd4! and Ne6. The king can attempt to attack the f-pawn, but as soon as it goes to g6 or f6, White plays Na7, gaining a draw.

Thanks to the second pawn, in the following example the knight again cannot be driven away.

689. White has to hurry, since the black king is threatening to approach the b-pawn. And so:

1 f4!

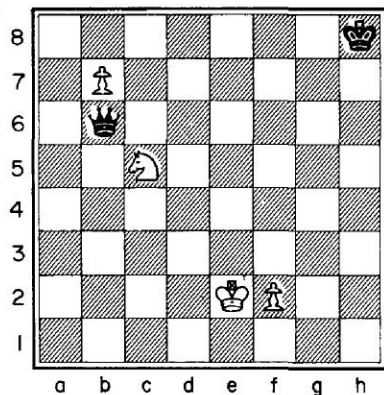
The f-pawn must be advanced as far as possible, while the black king is far away.

1 ... Kg8 (1 ... Qb5+ 2 Kf3! Qc6+ 3 Ke2, and Black has not achieved anything) 2 f5 Kf7 3 f6! Ke8 (the f-pawn is immune) 4 Ke1 Qd6 (if 4 ... Kd8 5 f7 Ke7, then 6 f8=Q+! Kxf8 7 Nd7+ etc.) 5 Ke2 Qg3 6 Kd1 Qe5 7 Kd2 Kd8 (with the threat of 8 ... Kc7) 8 f7

Chekhover, 1962

689

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Qf4+ 9 Ke2(e1)! Ke7 (9 ... Kc7? 10 Ne6+) 10 f8=Q+! Qxf8 11 Na6, with a draw, since Black does not have a check. 10 Na6 cannot be played immediately due to 10 ... Qe4+ and 11 ... Qxb7.

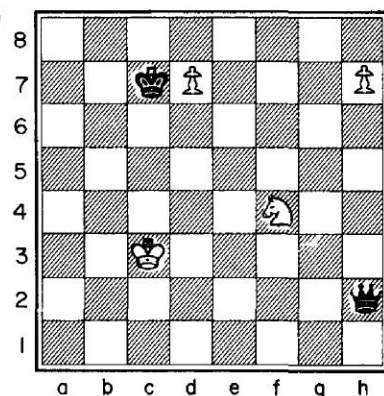
If the position is moved one file to the left, Black wins, since White does not have any move analogous to 11 Na6.

Perhaps the most interesting feature of the positions just considered is the coordination of White's knight and pawns, enabling him to draw even without the help of his king. It must merely not get in the way.

Chekhover, 1962

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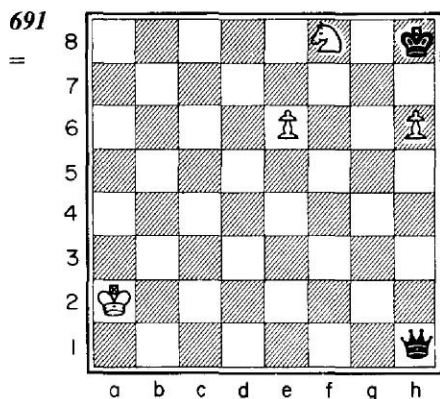


690. 1 Kb3! (everything else loses) 1 ... Kd8 (1 ... Kxd7 2 Ng6 Qxh7 3 Nf8+; 1 ... Qxh7

Queen against Minor Piece

2 Ne6 + Kxd7 3 Nf8 +; also pointless is 1 ... Qg3 + 2 Kb2, when Black cannot strengthen his position) 2 Kc3. Draw.

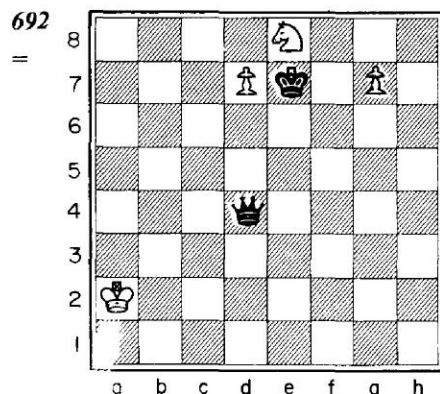
Chekhover, 1962



691. 1 e7 Qe4 2 h7 Kg7 3 Kb2 Qe5 + (3 ... Qxe7 4 h8 = Q + Kxh8 5 Ng6 +) 4 Kb1 Kf7 5 Kc2. Draw.

If in the final position the knight is moved from f8 to g8, the result does not change, since after the capture of the h-pawn by the queen White plays e7-e8=Q+ and then Nf6+. If all the forces are moved to the left it is again a draw.

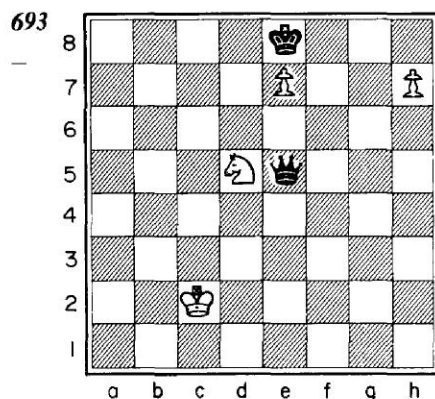
Chekhover, 1962



692. White must merely avoid the stalemating of his king after 1 ... Qd5 + 2 Ka1? Qb3.

But if in this position the knight were at d5, Black would manage to win by driving it away.

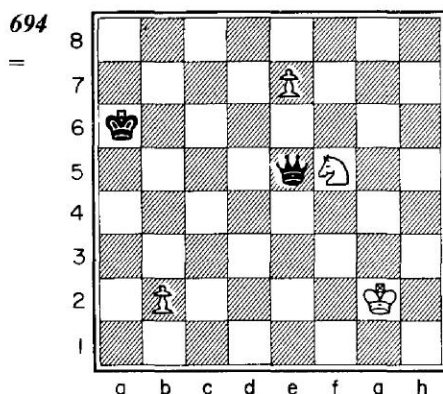
Chekhover, 1962



693. 1 Kb1 Qh2! (but not 1 ... Kd7 2 Kc2 Kd6?? 3 Nf4 and 4 Ng6 with a draw) 2 Kc1 (2 Ka1 Kd7) 2 ... Kd7 3 Kd1 Qb2! 4 Ke1 Qe5 + 5 Kf2(f1) Kd6!, and Black wins: on 6 Nf4 there follows 6 ... Qxf4 +!

If in this position White's king were at g1, Black would easily give him the move by 1 ... Qd4 +, and if 2 Kf1 (2 Kh2 Qg7 etc.) 2 ... Qb2 3 Kg1 Qe5.

Chekhover, 1962



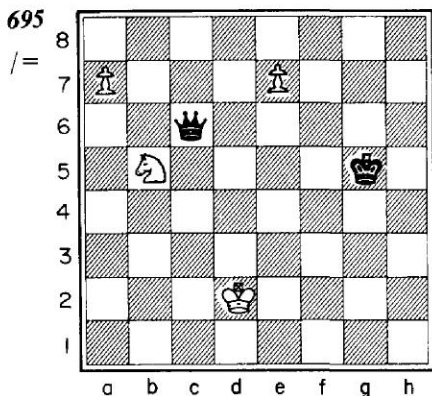
694. After **1 b4!** the black king does not have any moves, since all the squares around it prove to be 'mined'. Thus on **1 ... Kb6** or **1 ... Ka7** there follows **2 Nd6 Qxe7 3 Nc8+**.

The following attempt is also unsuccessful: **1 ... Qe4 + 2 Kh2 Qf4 + 3 Kg2 Qg5 + 4 Kh1 Qg6 5 b5+!**

White avoids a clever trap; **5 Kh2?** loses to **5 ... Kb6**, since **6 Nd6** is not possible due to **6 ... Qxd6+**.

5 ... Ka5 6 b6 Kb4 7 b7 Qc6 + 8 Kh2 Qc7 + 9 Kg1 Qe5 10 Nd6, with a draw.

Chekhover, 1962



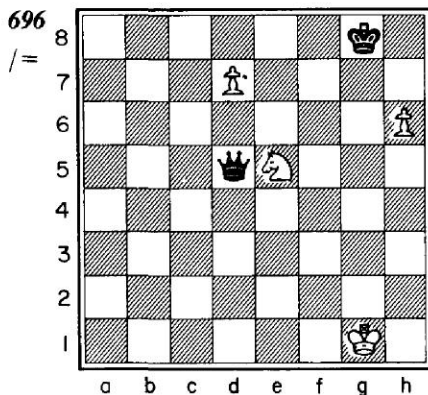
695. White is threatening by **Nc7** to queen one of his pawns, which Black is unable to prevent. **1 ... Kf6** does not help due to **2 Nc7! Qd7 + 3 Ke2 Qxe7 + 4 Kf1**, when the black king prevents the queen from giving check!

In the event of **1 ... Kg6** White plays **2 Kd1 Kf7 3 e8=Q+! Kxe8 (3 ... Qxe8 4 Nd6+) 4 a8=Q+ Qxa8 5 Nc7+ etc.**

Other attempts are also unsuccessful, e.g. **1 ... Kf4 2 Nc7 Qd7 + 3 Ke2 Qxe7 + 4 Kf1 (4 ... Ke3? 5 Nd5+; 4 ... Kf3 5 a8=Q+), or 1 ... Kg4 2 Ke3 Kg3 3 a8=Q Qxa8 4 Nd6 (4 ... Qa7 + 5 Kd3 Qxe7 6 Nf5+; 4 ... Qa3 + 5 Ke4).**

In the following two examples the weaker side succeeds in bringing his king to the help of his pawns, and he again saves the draw.

Chekhover, 1962

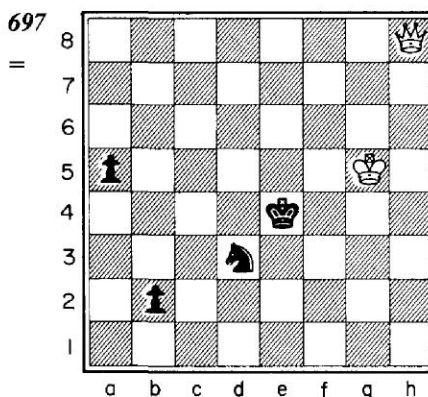


696. **1 ... Qa8 (1 ... Kf8 2 h7 Kg7 3 h8=Q+ Kxh8 4 d8=Q+ Qxd8 5 Nf7+) 2 Kf2 Kf8 3 h7 Kg7 4 Ke3! Kxh7 5 Nc6 Qa3 + 6 Ke4 Qa4 + 7 Ke5**, and the draw is obvious.

Shcherbakov-Averbakh

Moscow, 1950

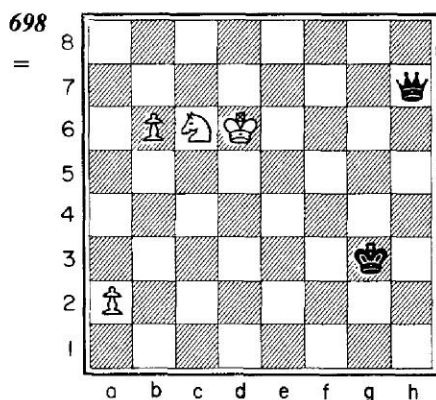
(variation from the game)



697. White cannot win, in view of the fact that the black king is close to the b-pawn, e.g. **1 Qh1 + (1 Qb8 a4) 1 ... Ke3 2 Qb1 a4 3 Kf5 a3 4 Qa2 Kd2 5 Ke4 Nc1 etc.**

698. Black's king is a very long way from the white pawns, and his queen has to tackle them on its own. As a result, he is unable to win.

Ribli-Averbakh
Bucharest, 1971



1 Nd8! Qg6 + 2 Kc7 Qg7 + 3 Kc8 Qc3 + 4 Kd7 Qd4 + 5 Kc7 Qe5 + 6 Kd7!

The only move. If 6 Kc6, then 6 ... Qe8 + 7 Kc7 Qe7 + 8 Kc8 Qc5 + 9 Kb7 Kf3! 10 Nc6 Ke4, and the king succeeds in coming to the queen's aid. 6 Kc8 Qc5 + 7 Kb7 Kf3 comes to the same thing.

6 ... Qb5 + 7 Kc7 Qe5 + 8 Kd7 Qb8 9 b7 Kf4 10 a4 Ke4 11 a5 Kd5 12 a6 Kc5.

To win, Black has only to reach b6 with his king, but ...

13 a7! Qxa7 14 Kc8, and a draw was agreed (683).

4.13 Queen and pawn against knight and pawns

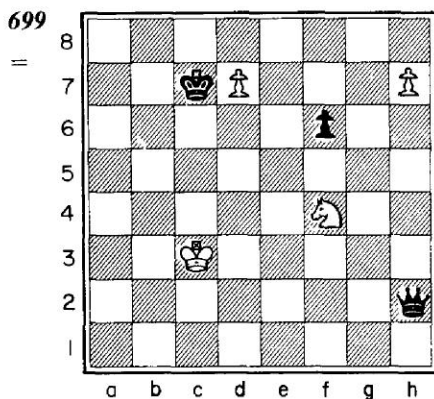
Of course, here too the side with the knight is the weaker. We will consider a number of study positions, where the significant material advantage cannot be realized.

699. Compared with position 690, Black has a pawn, but the position is still drawn.

1 Kb3 Kd8 2 Kc3 (2 Ka3? loses to 2 ... f5 3 Kb3 Kxd7 4 Ng6 f4 5 h8 = Q Qxh8 6 Nxb8 f3) **2 ... f5 3 Kd3!**

This move has become possible, since the d3-h7 diagonal is blocked by the pawn. If now 3 ... Kxd7, then 4 Ng6 Qxh7 5 Nf8 +. White would have lost after 3 Kb3? Kxd7 4 Ng6 f4.

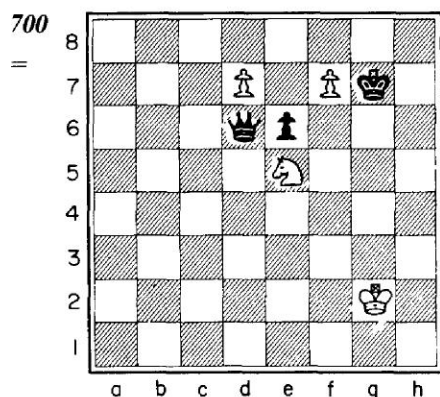
Chekhover, 1962



3 ... Kc7 4 Kc3! (4 Ke3? is bad: 4 ... Kxd7 5 Ng6 f4 + 6 Kf3 Qg3 + 7 Ke2 f3 + 8 Ke3 f2 + 9 Ke2 Qg1) **4 ... Kd8 5 Kd3.** Draw.

If Black does not advance his pawn to f5, the white king simply manoeuvres between c3 and b3.

Chekhover, 1962



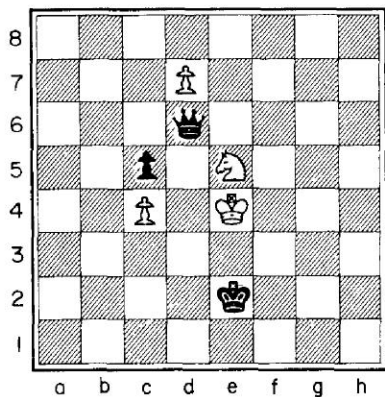
700. Here too Black is unable to strengthen his position, since his king cannot attack the knight.

Suppose that it is Black to move. If **1 ... Kh6**, then **2 f8 = Q + Qxf8 3 d8 = Q Qxd8 4 Nf7 +**, while if **1 ... Kf6**, on the contrary **2 d8 = Q + Qxd8 3 f8 = Q + Qxf8 4 Nd7 +** etc.

Chekhover, 1962

701

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701. To win, Black has to drive the knight away from the d-pawn. This cannot be achieved, since all the approaches for the black king to the upper part of the board are 'mined', and the opponent's king is taking an active part in the play.

1 Kf4! (bad is 1 Kf5? Ke3 2 Ng4+ Kd4) 1 ... Kd2 2 Ke4, and now:

(a) 2 ... Qd4+ 3 Kf5 Ke3 4 Ke6 Ke4 5 Nc6 Qxc4+ 6 Kd6 Qd5+ 7 Kc7 c4 (7 ... Qf7 8 Kd6!, but not 8 Kc8? Kd5 9 d8=Q+ Kxc6) 8 d8=Q Qxd8+ 9 Kxd8 c3 10 Nb4.

(b) 2 ... Kc3 3 Kf5 Kd4 4 d8=Q! (a 'mine!'). For the same reason the black king cannot go to a5 or h6. Things are no different with the queen at e7: 3 ... Kb3 4 Ke4 Ka4 5 Kf5 Qe7 6 Ke4 Qg5 7 Kd5 Ka5 8 Ke6 Kb6 9 Nf7.

A similar picture arises after 1 Kf4 Kf2 2 Ke4 Kg3 3 Kf5 Kh4 4 Kf4 Kh5 5 Kf5 Qe7 6 Ke4 Qg5 7 Kd5 Kh6 8 Ke6 Kg7 9 Nc6.

Therefore—draw!

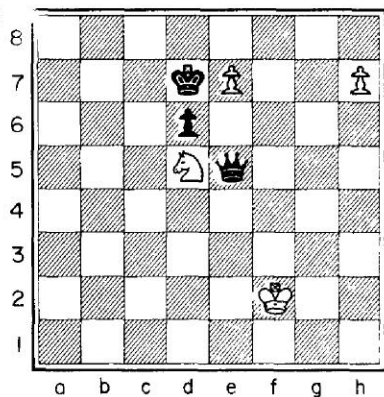
In the following two examples the extra pawn even hinders the stronger side, depriving the king of important squares, and preventing it from carrying out a decisive manoeuvre.

702. This position differs from example 693 only in that Black also has a pawn at d6. Thus he does not have the possibility of driving away the knight by ... Kd6.

Chekhover, 1962

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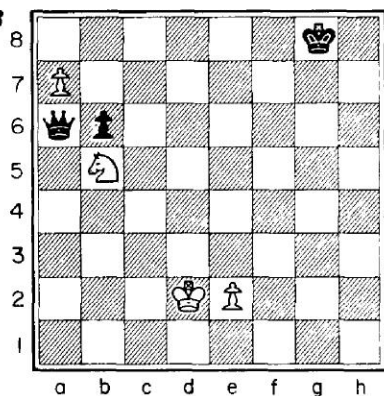
If 1 ... Kc6, then 2 Nb4+! Kb5 3 Nd5 (with the threat of 4 Nc7) 3 ... Kc6 4 Nb4+ Kd7 5 Nd5, and Black cannot strengthen his position.

The attempt to take play into a queen ending is also unsuccessful: 1 ... Ke8 2 Kf1 Kf7 3 Kf2 Kg7 4 Kg1 Kh8 5 Kf2 Kxh7 6 e8=Q Qxd5 7 Qe7+ Kg6 8 Qe8+, and Black cannot win.

Chekhover, 1962

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703. Here too White is able to draw, since the pawn takes the b6 square away from the king.

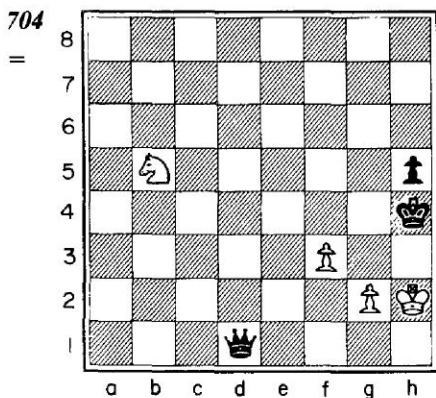
1 e4 Kf8 2 e5 Ke7 3 e6 Kd8 4 Kd1 Qb7 5 Kd2 Qf3 6 Kc1 Qd5 7 Kc2 Kc8 8 Nd6+! (8

e7? fails to 8 ... Qe4+ 9 Kd2 Kd7) 8 ... Kc7 9 Nb5+.

Now Black does not have 9 ... Kb7 due to 10 a8=Q+, while the b6 square is occupied by the pawn. With the queen at e4 (instead of d5) ... Kc8 is again impossible due to Nd6+. If the queen is at f3, for example, in reply to ... Kc8 White plays e6-e7, after which (against accurate defence, of course) the queen cannot occupy e4 with check. Hence—a draw.

In the last few examples the stronger side was unable to realize his significant material advantage, since his king and queen, although relatively free to move about the board, were essentially tied down by the opponent's dangerous passed pawns.

Troitsky, 1910

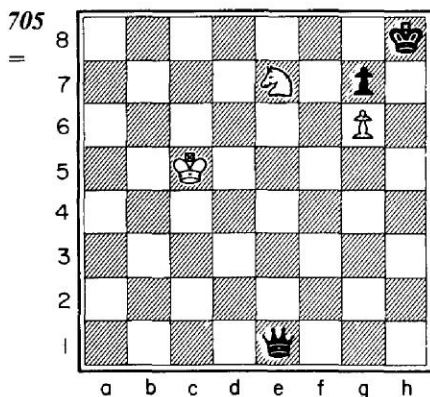


704. This position is rather different from those just considered. Here there are no dangerous pawns, but on the other hand the black king is badly placed.

White continues 1 Nc3! Qd6+ 2 Kh1. Due to the threat of 3 Ne4+, Black cannot reply 2 ... Kg5 or 2 ... Kg3, and with his next move White plays 3 Ne4, shutting the enemy king inside the 'cage'. The queen alone does not present any danger.

In exactly the same way, using a blockade, White draws in the following position.

Ilyin, 1947



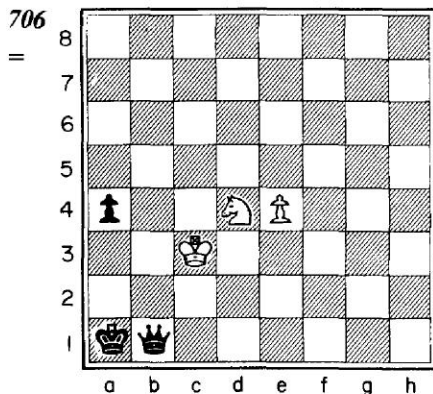
705. White has blocked the king in the corner, and is preventing it from escaping. The queen alone is not able to drive the white king away from the knight.

After 1 Kd6 the position is drawn, e.g. 1 ... Qe4 2 Kd7 Qe5 3 Kd8 Qe6 4 Ke8 Qd6 5 Kf7 Qd7 6 Kf8 Qd8+ 7 Kf7 etc.

It should be noted that, if after 1 Kd6 the queen could occupy g4, Black would win. Indeed, on 2 Kc7 Black plays 2 ... Qd4! 3 Kc8 Qd6 etc., and if 3 Kc6 Qd8, driving the king away from the knight.

In the following position too White draws, since the unfortunate placing of the opponent's forces allows him to give perpetual check.

Chekhov, 1962



Queen against Knight

706. 1 Nc2+ Ka2 2 Nb4+ Ka3 (2 ... Qxb4+ 3 Kxb4 a3 4 e5, and the pawns queen simultaneously) 3 Nc2+, with a draw.

4.14 Queen and pawns against knight and pawns

In this chapter we will examine some positions where the number of pawns on each side is not less than two.

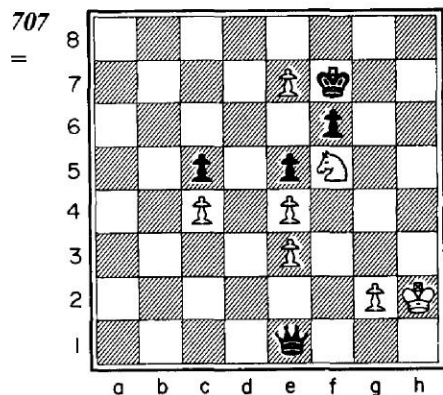
From the preceding chapters it should be clear that, with a knight against a queen it is possible to draw only when:

- (a) A pawn can be queened and the material advantage neutralized.
- (b) An impregnable fortress can be set up.
- (c) One of the opponent's pieces can be blocked out, and the second is unable to do anything on its own.

Usually these factors are combined one with another, e.g. when an attempt to break into a fortress allows a pawn to queen.

The following position shows a curious example of a fortress in combination with a dangerous passed pawn.

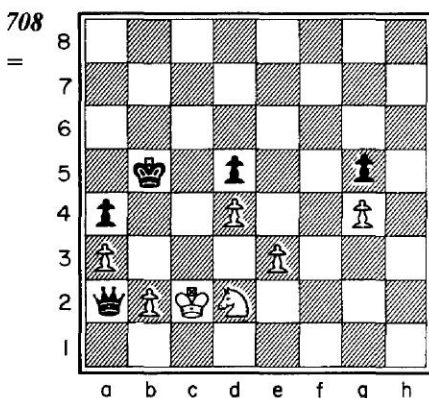
Chekhover, 1962



707. The plan that suggests itself is for the queen to deal with the e-pawn, and the king to make for the enemy position. But this plan is unrealizable, since the approaches to the white position are 'mined'. If, for example,

with the queen at e6 Black places his king at a7 or b6, there follows Nd6 and if ... Qxe7—Nc8+. The pawns at c4 and e4 are immune due to e7—e8=Q and then Nd6+, and Black is unable to put White in *zugzwang*. We have a positional draw!

Chekhover, 1962



708. This position demonstrates a case where the queen is blocked in, and the king cannot break into the fortress.

1 Kc1 Qa1+ 2 Nb1!, not allowing the queen to break free, e.g. 2 ... Kc4 3 Kc2 Qa2 (Black can break the blockade by the queen sacrifice 3 ... Qxb1+, but after 4 Kxb1 Kd3 there follows 5 b4 axb3 6 a4, when the e-pawn is immune, and nothing is achieved by 6 ... Kc4 7 Kb2 Kb4 8 a5 Kxa5 9 Kxb3) 4 Nd2+ Kb5 5 Kc1. Draw.

It is interesting to note that without his a-pawn Black would win, since after 1 Kc1 Ka5 2 Kc2 Ka4 3 Kc1 Qa1+ 4 Kb1 his king breaks into the fortress by 4 ... Kb3.

709. Here the black king is blockading the dangerous passed pawn, but is itself a target for attack. Thanks to the mating threats, White is able to maintain the blockade.

1 Na3!

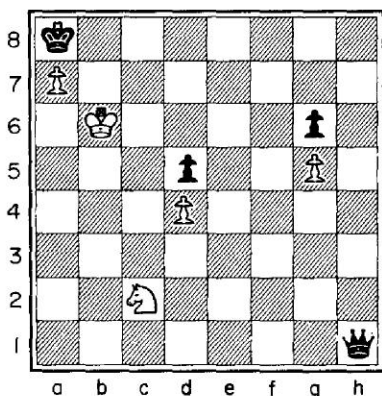
The knight aims for b5. Bad is 1 Nb4? Qb1 2 Ka6 Qa1+ (but not 2 ... Qxb4—stale-mate), when Black wins.

1 ... Qh7 2 Nb5 Qb7+ 3 Kc5! (3 Ka5 loses

Chekhover, 1962

709

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to 3... Qc6 and 4... Kb7) 3... **Qe7+ 4 Kb6 Qe6+ 5 Kc5! Qe1** (now 5... Kb7 fails to 6 a8=Q+! Kxa8 7 Nc7+) 6 **Kb6 Qb4 7 Ka6 Qe7 8 Kb6**. Draw. Black is unable to improve his position.

4.2 QUEEN AGAINST BISHOP

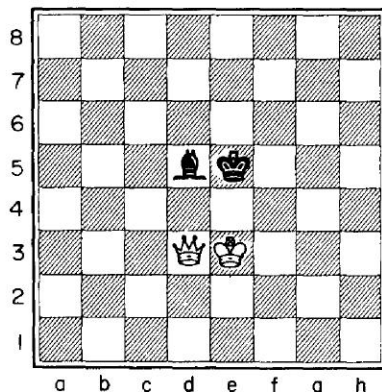
4.21 Queen against bishop (with or without a pawn)

With queen against bishop the win is achieved by driving the opponent's king to the edge of the board and setting up a mating net. The bishop is unable to lend any support to the king.

Chekhover, 1962

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710. 1 Qb5 Kd6 2 Kd4 Be6 3 Qb6+ Ke7 4 Ke5 Bf7 5 Qd6+ Ke8 6 Kf6 and 7 Qe7 mate.

Here the mate is achieved just as easily as with a queen against a lone king.

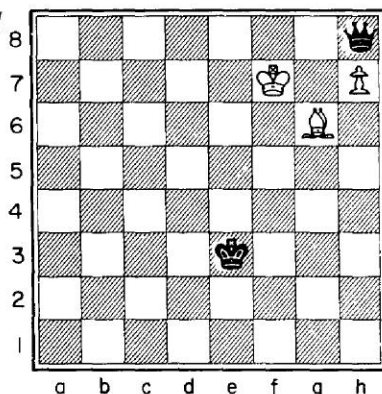
If the weaker side also has a pawn, this does not normally ease his defence.

Even with the pawn on the penultimate rank, if the queening square is inaccessible to the bishop and the queen can occupy it, there is no way of saving the game, since the weaker side's king can gradually be driven to the edge of the board. It is true that the winning procedure may prove fairly lengthy.

Rinck, 1923

711

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711. 1... Kf4 (to begin the driving-back, the king heads for h6) **2 Bb1 Kg5 3 Bc2 Kh6 4 Bd3 Qg7+ (the first step is made) 5 Ke6!** (the king tries to remain in the centre as long as possible) **5... Kg5 6 Kd5.**

On 6 Bc2 Black wins by 6... Qf6+ 7 Kd7 Kf4 8 Bb1 Ke5 9 Bc2 Kd5 10 Bb3+ Kc5 11 Bg8 (11 Bc2 Qf7+ 12 Kc8 Kb6 13 Kd8 Kc6 14 Be4+ Kd6) 11... Qe5.

6... Qf6 7 Ke4 Qe6+ 8 Kd4 Qe8 9 Bc2 Kf4 10 Bg6 Qe5+ 11 Kd3 Qd5+ 12 Kc3 Qd8 13 Bb1 Ke3 14 Bf5 Qd4+ 15 Kc2 Qf6 16 Kb3 Kd4 17 Kb2 Qb6+ 18 Kc2 Qc7+ 19 Kb2 Qc3+ 20 Ka2 Ke3 21 Bg6 Kd2 22 Kb1 Qb3+ 23 Ka1 Kc1 24 h8=Q Qa3 mate.

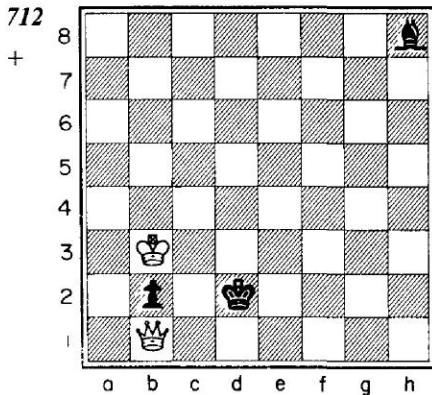
Thus gradually, all the time controlling the pawn's queening square with the queen, the

Queen against Bishop

stronger side drives the opponent's king to the edge of the board and mates it there.

We will now analyse a position with a knight's pawn.

Chekhov, 1962



712. 1 Qc2+ Ke3 2 Kc4 Bg7 3 Qd3+ Kf2.
Or 3... Kf4 4 Kd5 Bh8 5 Qe4+ Kg3 (5... Kg5 6 Ke6) 6 Kc4! Bg7 7 Kb3 Bh8 8 Kc2, and Black loses his bishop.

4 Kd5 (also possible is 4 Kb3 Bh8 5 Kc2 Kg2 6 Qh7!, or 5... Ke1 6 Qf3, or 5... Bg7 6 Qf5+ Ke1 7 Qe6+ Kf2 8 Qf7+) **4... Bh8 5 Ke4 Bg7 6 Qe3+ Kg2 7 Qf3+ Kg1 8 Qg3+ and 9 Kf3, mating.**

Instead of 2... Bg7 Black could have played 2... Kf4, which after 3 Qd3 Ke5 leads to position 713.

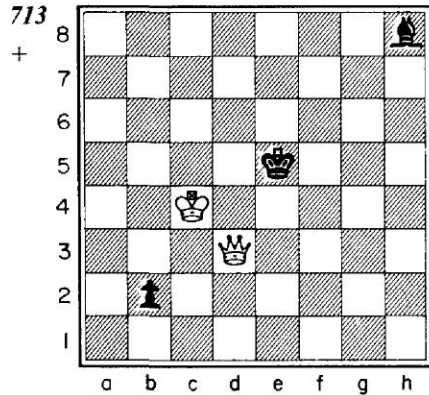
713. 1 Qe3+, e.g.:

(a) **1... Kf5 2 Qe1 Bg7 3 Kd5 Bh8** (on 3... Kf4 there follows 4 Qe4+ Kg5 5 Ke6, with the threat of 6 Qf5+) **4 Qe4+ Kf6 5 Qf4+ Kg6 6 Qf1 Bg7 7 Ke6 Bc3 8 Qf5+ Kg7 9 Qg5+ Kh7 10 Kf7, and mate is inevitable.**

(b) **1... Kd6 2 Qe4 Kd7 3 Qg6 Ke7 4 Kd5 Bc3 5 Qe6+ Kf8 6 Qg6 Ke7 7 Qf5!** (giving Black the move here is decisive: he is now in *zugzwang*) **7... Kd8 8 Kd6 Bb4+ 9 Kc6 Ke7 10 Qe5+ and 11 Qxb2.**

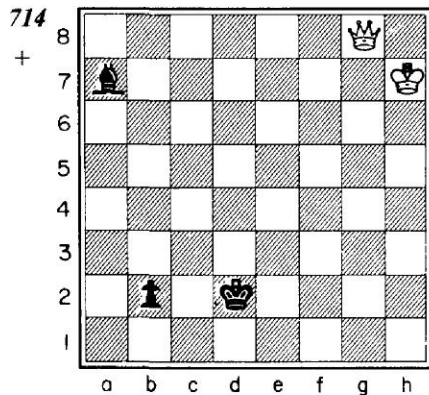
Serious difficulties may be encountered when the queen is not able to blockade the

Dedrie



pawn, which is supported by its pieces and is threatening to queen.

Hromadka-List Vilna, 1912



714. Thus here it is only the poor position of the bishop that allows White to win.

1 Qb3!, and now:

(a) **1... Bd4 2 Qa2!** (threatening 3 Qb1) **2... Kc2! 3 Qa4+!** (the only move to win; after 3 Qc4+? Bc3 or 3 Kg6 Bc3 Black draws) **3... Kc3** (if 3... Kc1, then 4 Qc4+ and 5 Qxd4) **4 Qd1!, and White wins as already considered.**

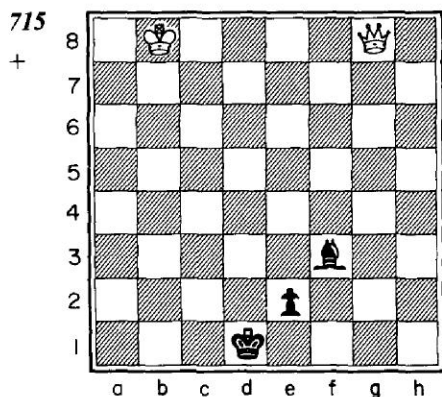
(b) **1... Kc1 2 Qc3+ Kb1 3 Qc4!** (having occupied this strong position with his queen, White can begin bringing up his king) **3... Bg1** (3... Be3 4 Kg6 Ka1 5 Qa4+ Kb1 6 Kf5

Kc1 7 Qc4+ Kd2 8 Qe4 and 9 Qb1) 4 Kg6
Kd1 5 Qa4+ Kb1 6 Kf5 Kc1 7 Qc4+ Kd2 8
Qf1 Kc2 (otherwise 9 Qb1) 9 Qg2+, and
White wins.

But if his bishop is at c3, e5 or f6, Black
draws, since the queen is unable to prevent
the queening of the pawn, due to the remote
position of the white king.

For example, with the bishop at f6: 1 Qb3
Kc1 2 Qc4+ Kd2 3 Qf1 Kc2 etc.

Chéron, 1952



715. Here too White wins due to the
unfortunate position of the bishop: 1 Qb3+
Kd2 2 Qb4+ Kd1 3 Qd6+!

3 Qd4+? throws away the win: 3... Kc1 4
Qg1+ (4 Qe3 Bc6) 4... Kd2 5 Qg5+ Kd1.

3... Kc1 4 Qg3+ Kd2 5 Qf4+ Kc2 6 Qe3!
Bg4 (6... Bh5 7 Qc5+ Kd2 8 Qa5+! Kd1 9
Qxh5) 7 Qc5+ Kd1 8 Qd4+ Kc2 9 Qb4
(threatening 10 Qe1) 9... Kd1 10 Qxg4, and
White wins.

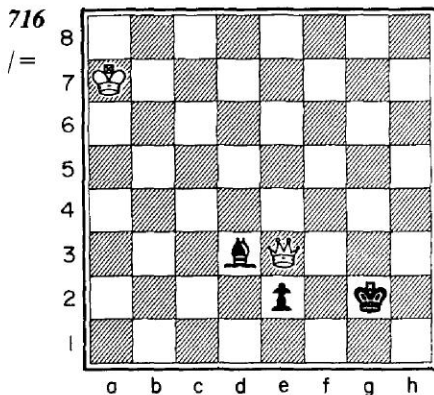
On the f3-h5 diagonal there were too few
squares for the bishop.

In the following example the bishop is not
altogether well placed, but Black draws
thanks to the lack of manoeuvring space for
the queen.

716. 1... Bb5!

The only defence. 1... Bc4 loses to 2
Qg5+ Kf1 3 Qf4+ Kg2 4 Qh4 Kf1 5 Qxc4
(715).

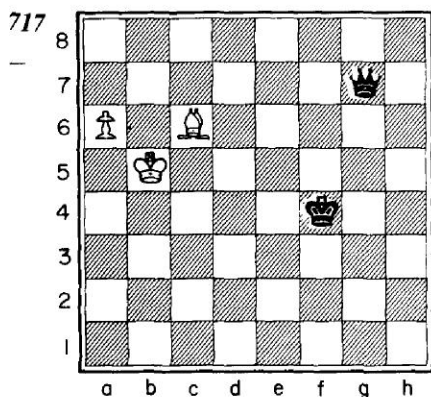
Chéron, 1952



2 Qg5+ (2 Kb6 Kf1 3 Qf3+ Kg1 4 Qg3+
Kf1) 2... Kf2 3 Qh4+ (here there is no
square analogous to a5 in position 715) 3...
Kf1. Draw.

If the queen cannot occupy a square in front
of the pawn which is inaccessible to the bishop,
even against a pawn on the 6th rank consider-
able efforts are required in order to win. Here
the position of the stronger side's king is of
decisive importance. The result normally
depends on whether the king is able to support
the queen.

Chekhover, 1951



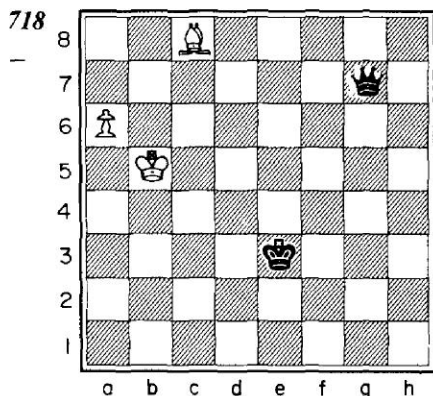
717. 1 Kb6 Qd4+ 2 Kb7 Qb4+ 3 Kc7
Qc5! 4 Kb7 Ke5! 5 a7 Kd6 6 a8=Q Qxc6+,
and Black wins, since his king is well placed,

Queen against Bishop

e.g. 7 **Ka7 Qc5** + 8 **Ka6 Qa3** + 9 **Kb7 Qb4** + 10 **Ka6** (10 **Kc8 Qc5** + 11 **Kb7 Qb5** + or 11 **Kd8 Qc7** + comes to the same thing) 10 ... **Qa4** + 11 **Kb7 Qb5** + 12 **Ka7** (12 **Kc8 Qd7** + 13 **Kb8 Qc7** mate) 12 ... **Kc7** etc.

Had White played 4 **Kb8**, there would have followed 4 ... **Qb6** + 5 **Bb7 Ke5 6 a7 Qd8** + 7 **Bc8 Kd6 8 a8=Q Qc7** mate.

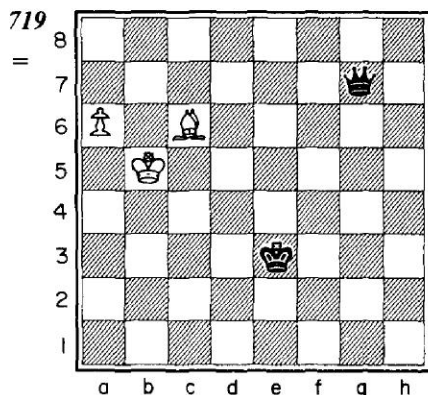
Chekhover, 1951



718. 1 **Kb6 Qd4** + 2 **Kb7 Qd5** + 3 **Kb8 Qd5** +! 4 **Kb7 Kd4**! (the king arrives just in time) 5 **a7 Kc5 6 a8=N** (6 **a8=Q Qb6** mate) 6 ... **Qe7** + 7 **Ka6 Kc6**, and Black wins.

But if in position 717 the black king were at e3, White would be able to draw.

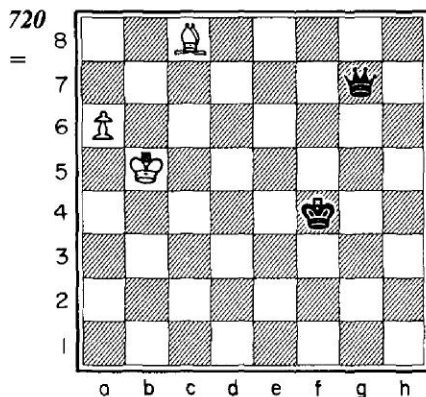
Chekhover, 1962



719. 1 **Kb6 Qd4** + 2 **Kb7 Qb4** + 3 **Kc7 Qc5 4 Kb7 Kd4 5 a7** etc.

It is curious that in position 720, on the contrary, it is with his king at f4 that Black is able to draw, since it is no longer able to reach c5.

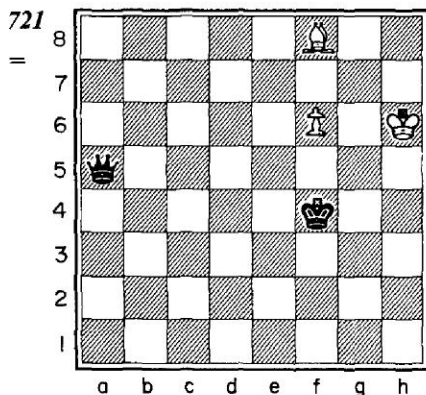
Chekhover, 1962



720. 1 **Kb6** (1 **Bb7? Qd4**) 1 ... **Qd4** + 2 **Kb7 Qd5** + 3 **Kc7 Qc5** + 4 **Kb7 Ke5 5 a7 Kd6 6 a8=Q** etc.

In conclusion, an example where the draw is achieved 'miraculously'.

Kubbel, 1923



721. 1 **Bd6** +! (1 **f7** loses to 1 ... **Qg5** + 2 **Kh7 Kf5 3 Bg7 Qg6** + 4 **Kg8 Qe6**! and 5 ...

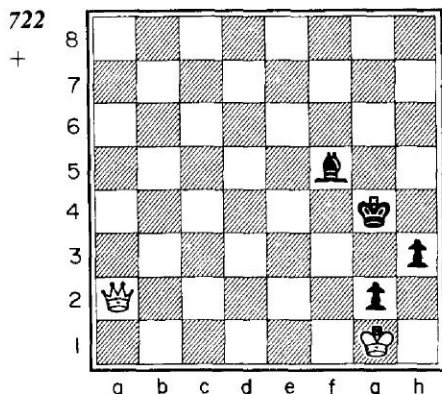
Kg6) 1 ... Kf5 2 f7! Qd2+ 3 Kh7 (3 Kg7? Qg5+ and wins) 3 ... Qxd6 4 f8=Q+ Qxf8—stalemate!

4.22 Queen against bishop and pawns

A bishop and two pawns can draw against a queen only in exceptional cases.

Usually the king and queen are able to drive the opponent's king away from the pawns, and either immediately create a mating net, or first win one of the pawns.

Horwitz & Kling, 1851



722. White carries out his winning plan without difficulty, in spite of the fact that the pawns are far advanced.

1 Kf2 Kg5 2 Qg8+ Kf6 3 Qg3! Be6 4 Ke3 (the queen has securely stopped the pawns, and the king can advance) 4 ... Bf5 5 Kf4 Be6 6 Qg5+ Kf7 7 Ke5 Bd7 8 Qf6+ Kg8 9 Qd8+, and White wins.

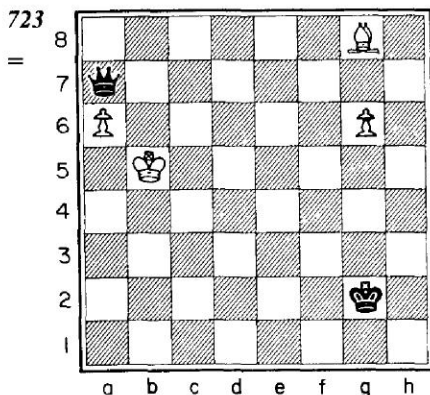
If the queen and king are not able to support each other, it is not normally possible to win.

723. White saves the draw thanks to the remote position of the opponent's king. After 1 Bd5+ Black has two paths, but both lead to a draw:

(a) 1 ... Kg3 2 Bh7 Qd4 3 Bc8!

The only way! 3 Bc6? is bad due to 3 ... Kf4 4 g7 Qxg7 5 Kb6 Qd4+ 6 Kb7 Qb4+ 7

Chekhover, 1951



Kc7 Qc5! 8 Kb7 Ke5! 9 a7 Kd6, or 8 Kb8 Qb6+ 9 Bb7 Ke5 10 a7 Qd8+ 11 Bc8 Kd6.

3 ... Kf4 4 g7 Qxg7 5 Kb6 Qd4+ 6 Kb7 Qb4+ 7 Kc7 Qc5+ 8 Kb7 Ke5 9 a7 Kd6 10 a8=Q.

(b) 1 ... Kf2 2 Bb7 Qd4 3 Bc6!

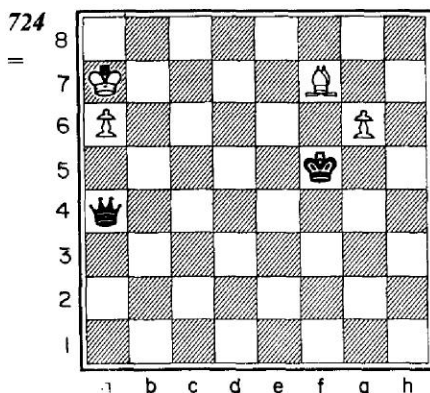
But here 3 Bc8? is bad due to 3 ... Ke3 4 g7 Qxg7 5 Kb6 Qd4+ 6 Kb7 Qd5+ 7 Kb8 Qd6+! 8 Kb7 Kd4 9 a7 Kc5.

3 ... Ke3 4 g7 Qxg7 5 Kb6 Qd4+ 6 Kb7.

Thus White plays 3 Bc8 or 3 Bc6, depending on the diagonal along which the black king moves!

In the following position White gains a draw with a rook's pawn on the 7th rank, by sacrificing his 'superfluous' bishop.

Chekhover, 1954



724. After **1 g7!** White is bound to lose his g-pawn, but after **1 ... Qd4+** (if **1 ... Qd7+ 2 Kb8 Qxf7**, then **3 a7** and the draw is obvious) **2 Kb7** there are two possibilities:

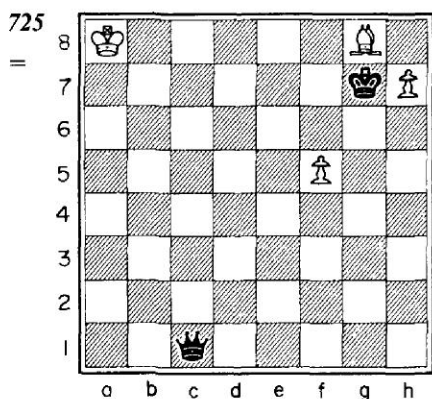
(a) **2 ... Qxg7 3 a7 Qb2+ 4 Bb3!** (not **4 Kc7? Qa3 5 Kb7 Qb4+ 6 Kc7 Qa5+ 7 Kb7 Qb5+ 8 Kc7 Qa6 9 Kb8 Qb6+**, or **4 Ka6? Qg2 5 Kb6 Ke5 6 Be8 Kd6**) **4 ... Qg7+ 5 Bf7! Qg2+ 6 Bd5!** (6 Kb8? Qb2+ 7 Bb3 Qe5+), and the game ends in a draw.

(b) **2 ... Qb2+ 3 Kc8!** (bad is **3 Kc7? Qxg7 4 a7 Qe5+**) **3 ... Qxg7 4 a7 Qf8+ 5 Be8!** (but not **5 Kb7? Qb4+**) **5 ... Qc5+ 6 Kb7** with a draw. Things are no different after **4 ... Qc3+ 5 Be4!** (5 Kb7? Qb4+) **5 ... Qa5 6 Kb7**, or **4 ... Qg2 5 Bd5!** (but not **5 Kb8? Qb2+ 6 Bb3 Qe5+** etc.) **5 ... Qxd5 6 Kb8.**

The repeated bishop sacrifices at e8, f7, d5, c4 and b3 are most interesting.

Had his queen been at **d1**, Black would have won, since after **1 g7** he has the possibility of **1 ... Qg1+! 2 Kb7 Qg2+! 3 Kc8 Qc6+** etc. (e.g. **4 Kd8 Qd6+ 5 Ke8 Kf6**).

Chekhover, 1956

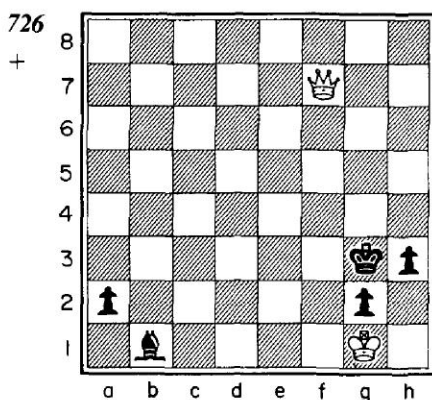


725. 1 f6+ Kh8 2 f7.

Black cannot strengthen his position, e.g. **2 ... Qc5 3 Kb7 Kg7 4 Ka8 Qh5 5 Kb7 Kf8 6 Ka8 Ke7 7 Kb7 Qe5 8 Ka8 Qb2 9 Ka7** etc. The pawns restrict both black pieces!

726. The pawns seem very dangerous, but

Horwitz & Kling, 1851



White succeeds in coping with them by exploiting the poor position of the enemy king.

Had the black king been, say, inside the a1-a8-e8-e1 rectangle, the game would have ended in a draw due to the white forces being restricted by the pawns.

1 Qf2+ Kg4 2 Qf6 (threatening **3 Kf2**, and not allowing the king out of the danger zone) **2 ... Kg3.**

If **2 ... Kh5 3 Kf2 Be4**, then **4 Qf7+ Kh6 5 Qxa2 h2 6 Qe6+**, winning the h-pawn. **3 ... Bg6** comes to the same thing after **4 Qf3+ Kg5 5 Qd5+** and **6 Qxa2**.

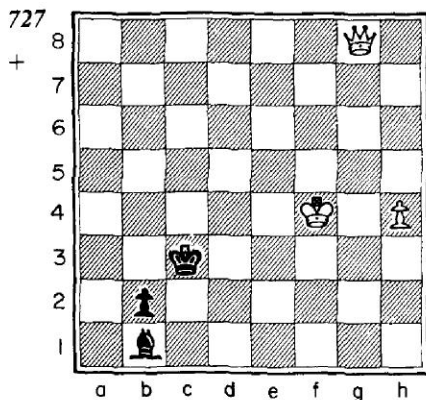
On **2 ... Bf5** there follows **3 Kf2 Kf4 4 Qd4+ Be4 5 Qd2+ Ke5 6 Qxa2 h3 7 Qa5+ Kd6 8 Qd8+**, and the h-pawn is again lost.

3 Qg5+ Kf3 4 Qe5 Be4 (4 ... **Kg4 5 Kf2 Bf5 6 Qe2+**) **5 Qc3+ Kf4** (5 ... **Kg4 6 Qd4!**) **6 Qd2+ Kg3 7 Qf2+! Kg4 8 Qxa2 Bf5 9 Kf2** (722).

4.23 Queen and pawn against bishop and pawns

The presence of the pawn improves the stronger side's chances considerably, since sometimes it proves possible to give up his queen for a dangerous enemy pawn and then queen his own pawn.

Dazetcu-Calomerescu
Bucharest, 1950

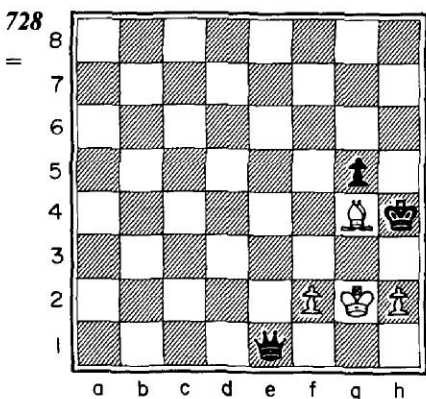


727. 1 Ke3! Bc2 2 Qg7+ Kb3 3 Kd2! b1=Q 4 Qc3+ Ka2 5 Qxc2+ Qxc2+ 6 Kxc2, and the pawn queens.

In the game White failed to find this possibility, and after 1 Qc8+ Kb3 2 Qb7+ Ka3 3 Qa6+ Kb3 it ended in a draw.

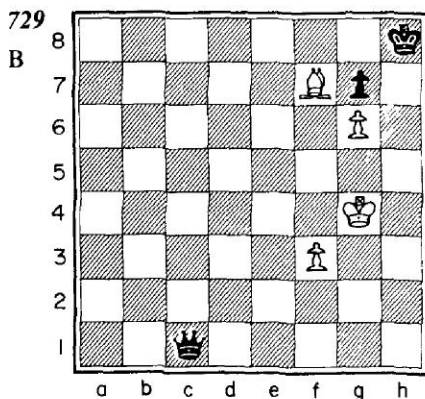
In this type of ending it is usually possible to draw if one of the stronger side's pieces can be blocked in. The queen or king on their own are unable to do anything.

Chekhover, 1952



728. After 1 h3 (but not 1 f3 Qd2+ 2 Kg1 Qe2, winning) the king is locked in a 'cage', and Black is unable to lift the blockade.

Zakhodyakin, 1929



draw, or win for Black?

729. Here the black king is again blocked in, and the composer thought that this should guarantee White a draw. But it was shown in 1952 by Chéron that Black can lift the blockade.

1 ... Qe3, and now:

(a) 2 f4 Qd3 3 Kh4 Qf3 4 Kg5 Qh3 5 f5 Qf3 6 Bc4 Qe3+ 7 Kh5 Qe4 8 Be6 Qf4, and White loses his pawn.

(b) 2 Kg3 Qg5+ 3 Kf2 Qf4 4 Ke2 Qd4 5 Kf1 Qd2 6 Kg1 Qe2.

(c) 2 Kf5 (since all the same his pawn is lost, White takes his king to the centre) 2 ... Qxf3+ 3 Ke6 Qe4+ 4 Kd6 Qd4+ 5 Ke6 Qc5 6 Kd7 Qb6 7 Ke7 Qc6 8 Kd8 Qd6+ 9 Ke8 Qc7 10 Be6 (10 Kf8 Qd8+ 11 Be8 Qd6+ and 12 ... Qf6 mate) 10 ... Qc6+ 11 Ke7 Qe4 12 Kf7 Qf4+ 13 Ke8 Qf6 14 Bf7 Qd6, and Black wins.

730. This position is a rare exception to the rule. Here it is the side with the bishop that wins!

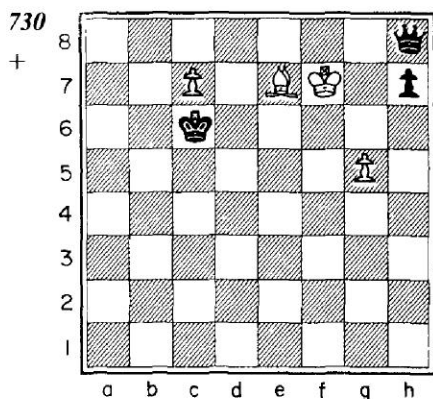
After 1 Bd8 Kd7 2 c8=Q+!! Kxc8 3 Bf6! the queen is trapped, and since 3 ... h6 is met by 4 g6!, Black is forced to resign.

4.24 Queen and pawns against bishop and pawns

Here we will consider a few examples

Zakhodyakin, 1939/40

Simkhovich, 1927



where each side has not less than two pawns.

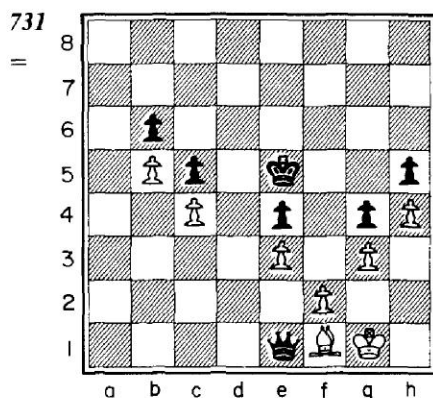
As in positions with knight against queen, a draw is possible in three cases:

(a) By queening a pawn and neutralizing the material advantage.

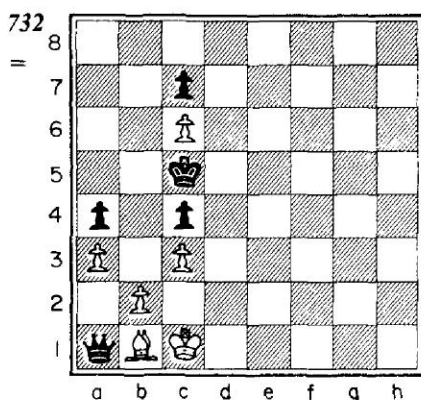
(b) By setting up a fortress which cannot be penetrated by the enemy pieces.

(c) By blocking in one of the enemy pieces.

Chekhover, 1962

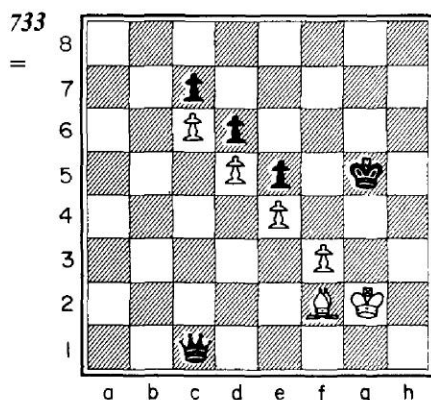


731. White keeps his king at g1 or g2. If the queen occupies f3, he will have the move Bg2.



732. Here too, for a draw it is sufficient for White to play his king between c2 and c1.

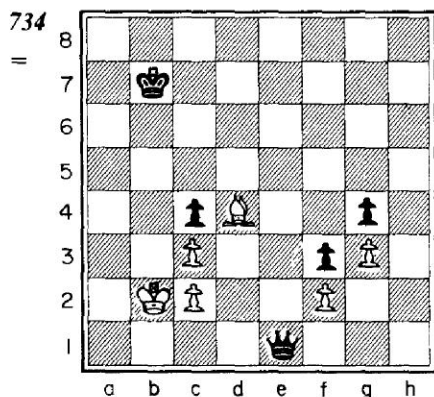
Chekhover, 1952



733. 1 Kg3 (the king must be prevented from occupying f4) 1 ... Qf4+ 2 Kg2 (now the queen blocks f4 and obstructs its own king!) 2 ... Qd2 3 Kg3 Qc1 4 Ba7! (the only move, but sufficient!) 4 ... Qf4+ 5 Kg2 Kh5 6 Bf2 Qg5+ 7 Kh2.

It is a positional draw. If the black king goes to b8, then with the queen at c1 and the white king at g2, White plays Bf2-g1-f2.

Chekhover, 1947



734. Strangely enough, Black cannot win! True, White has to defend accurately.

1 Bc5! Ka6 2 Bd4 Kb5 3 Ba7! Qe7 4 Bd4 Ka4 5 Ka2! (5 Kb1? Ka3) 5 ... Qa3+ 6 Kb1 (the queen blocks a3 and obstructs its own king!) **6 ... Ka5 7 Be5 Kb5 8 Bf6** (not **8 Bd4? Ka4**, when White is in *zugzwang*!—e.g. **9 Bf6 Qd6 10 Bd4 Ka3**, or **9 Bg7 Qe7 10 Bd4 Ka3**) **8 ... Ka4 9 Bd4 Qe7 10 Kb2 Qe4 11 Kb1 Qd5** (11 ... **Ka3 12 Bc5+**) **12 Kb2 Qf5! 13 Be3!** (now this move is possible and necessary; not **13 Kb1? Ka3**) **13 ... Qh7 14 Bd4**. A positional draw.

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